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The long wait is over – see page 20
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contents

CU AMIGA MAGAZINE • JUNE 1995

Cover Feature

Image Processing 27

Get into professional quality image processing with our ImageFX cover disks! Find out how you can create wild and impossible pictures with your Amiga, using state of the art techniques on the cutting edge of computer graphics. Whether it's green tomato hats or Hollywood special effects, you find it all on page 27.



Amiga's Future 20

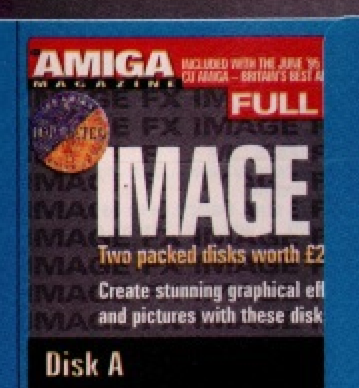
What will become of the Amiga now that it's in the hands of German PC manufacturer Escom? We reveal their plans for the future, with a full report on the fortunes of our favourite machine.

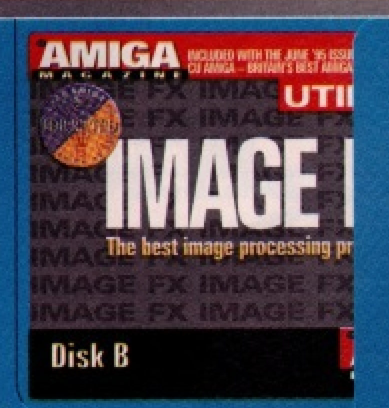


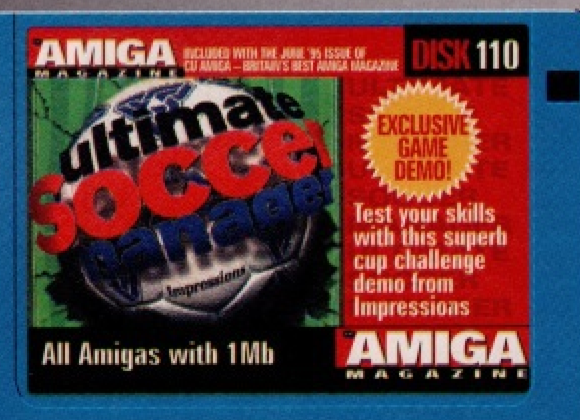
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Cover disks







Games

PREVIEWS

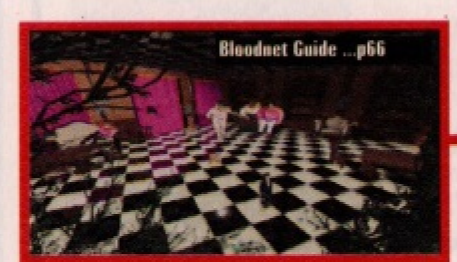

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Reader Survey

Editorial



Welcome to our first three disk issue in nearly a year (last June in fact). Although it's unusual to give you an application on two disks we just couldn't resist *Image FX 1.5*, it's simply brilliant. Unfortunately Andy Leaning is off this month to pastures new: a technical job on sister magazine PC Review. It's not the last we'll hear from him though (the traitor): he will retain a technical consultantship on CU Amiga Magazine. Taking over from Andy next month will be music supremo and hard disk filler extraordinaire Tony Horgan, so we're looking for a brand new full-time technical writer to fill his shoes.

The Escom deal is great news for the Amiga and a great scoop for Andy Leaning on his second last month on CU Amiga Magazine (remember our interview in the May issue). The deal has been formally confirmed and preliminary plans have been announced (see news pages) so maybe now things can start moving again.

Alan Dykes, Editor

And more

Workshop

Advertisers' Index

Editorial

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2: Please remember that we have to write and produce your favourite magazine every month, so try to keep your correspondence short and to the point. Although we'd love to, we simply cannot reply personally to the hundreds of calls, letters, and faxes we get. Answers have to be through the pages of the magazine only.

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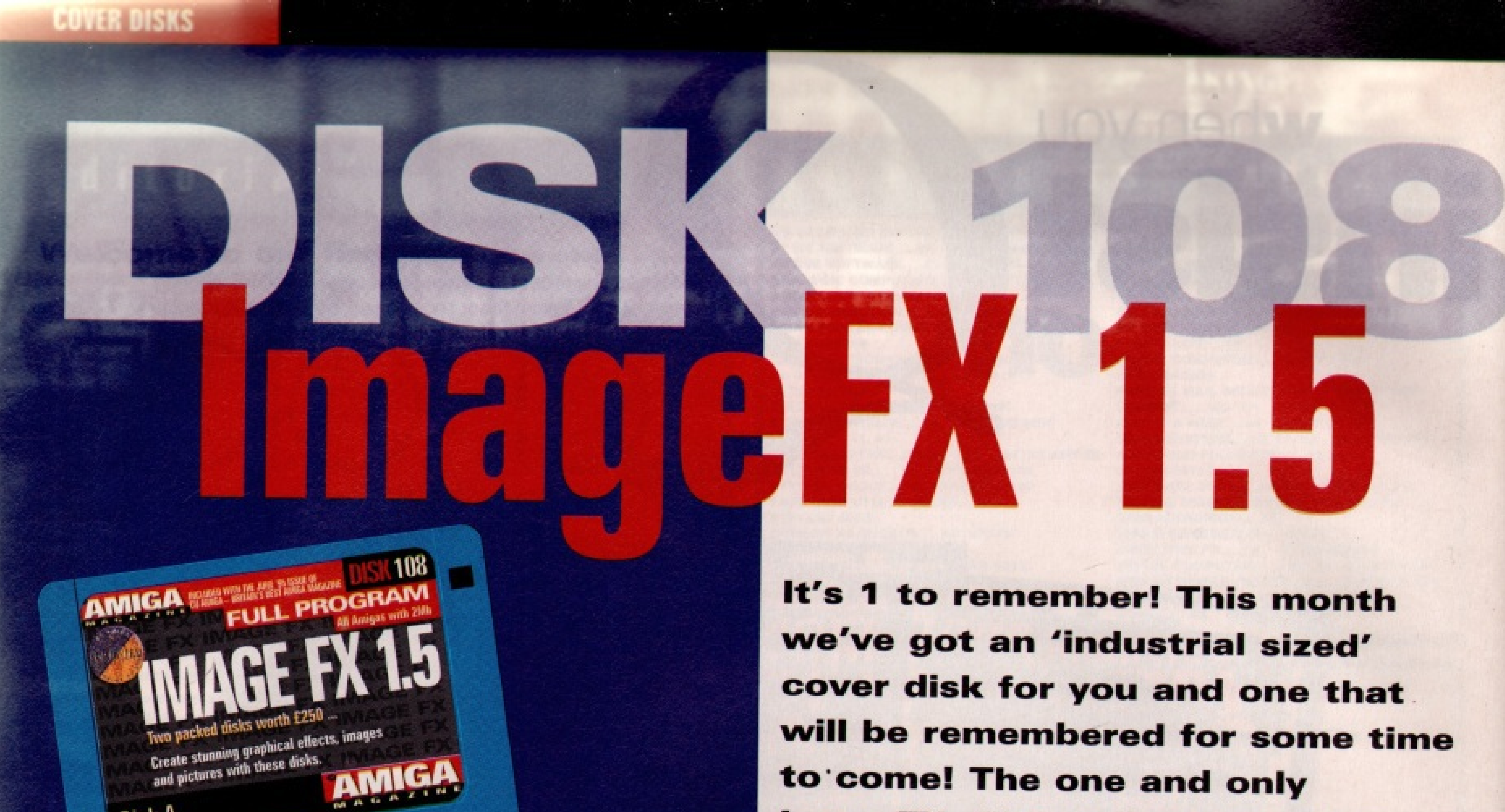
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COMMS
You can contact Andy Leaning, via the Internet/Email CUAMIGA@cix.compulink.co.uk. Please keep email brief and to the point.

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It's 1 to remember! This month we've got an 'industrial sized' cover disk for you and one that will be remembered for some time to come! The one and only ImageFX. The undisputed champion of Amiga image processing, originally worth £249!

Are you envious of people who can always afford the best Amiga software? It's strange but these same people also seem to go out with supermodels and are buddies with world leaders (no really).

Well now you have the last laugh, courtesy of CU Amiga Magazine. With this issue of CU Amiga you've got one of the very best programs available for the Amiga. With it you can create images, pictures and visual effects that will make you the envy of your PC, Mac and Amiga owning friends.

You'll be able to manipulate, distort, change and edit pictures in an infinite number of ways. Change the colour of a skyline to an alien green, erase ex-lovers from family photos, or even superimpose yourself next to supermodels and famous personalities. Now you to can be seen in the company of Rolf Harris, Cindy Crawford, Bill Clinton, and even The Queen!

Whilst distorting the truth is very useful and lots of fun, it's not the only thing that *ImageFX* can do. With *ImageFX* you can also load pictures saved in a variety of file formats, morph and warp pictures creating otherwise impossible effects and produce pictures that would otherwise take hours of hard work and a lot of money.

All of this and more is possible with *ImageFX*. On cover disks 108 and 109 you'll find the complete program, and on page 20 we show you how to use it with an in depth tutorial and feature on image processing. Start erasing those ex-lovers now.

Here's how

If you want to quickly see what it's about try this simple tutorial. Firstly load the program (found on disk 108 – and don't forget to back-up your disk first). You'll now see a black screen with a tool pallet at the bottom of the screen – this is the standard *ImageFX* control panel and from here every feature of the program can be accessed. To the bottom right of this panel you'll see a button labelled Load. Click on this.

You'll now be able to load the sample picture supplied on the second cover disk. If you haven't already done so put disk 109 into the disk drive and when the file requester comes up select the file called 'Spaceman.iff'. This will now load. The screen changes to show a picture of the spaceman with the ImageFX control panel at the bottom of it. Now to have some fun at the expense of NASA.

Click on the button called Balance and you'll see a column of sliders. Grab the slider labelled B and drag it to the left until the number on the right-hand side of

Quickstart guide

Put disk 108 into your Amiga and turn it on. You'll now be able to load and use *ImageFX* from this disk – it will work on all Amigas equipped with 2Mb RAM – however, many of the features will work better with more memory, and to use some higher resolutions you will also need more memory. This is the case with all professional 24-bit graphics software.

Also on the disk is a hard disk installation program. Double click on its icon to install the program on your hard drive. Note the hard drive installed version contains a number of extra image processing tools, and modules that simply wouldn't fit on the floppy based version. In future issues however we hope to show you how to use these without using a hard drive.

You'll also find a third icon on disk 108 called *CineMorph*. This is a comprehensive morphing program that you can use to create special effects but you'll require 4Mb of RAM to use this properly.

See page 18 for full loading instructions.

the slider reads about -94 and click on the Okay button. These sliders represent the red, blue and green content of the picture and by dragging down the slider representing blue we've reduced the amount of blue in the picture.

You'll now see the picture change, as the blue content of the picture drops. Next we're going to add a water ripple type effect. To do this click on the Effect button and then on the Wave Distort selector.

All being well a new requester will appear allowing you to enter settings for the distortion. In this case set the Wave Length to 15 and click on Okay. *ImageFX* will now think for a short time and then display another requester allowing you to set the amount of distortion. Set this to 25 and finally click on the Okay button.

The program will now start working on the distortion and the maths needed to produce it. You can track its progress by watching the status bar at the bottom right hand side of the screen, the small graph of black bars. One-by-one these bars will turn to blue. When the last bar turns blue the operation is complete and the screen will redraw to show the changed picture.

Once it's finished press the right mouse button to turn off the panel display and see the complete picture. Press the button again to get the panel back. It's not a particularly useful picture but one that shows some of the capabilities of the program. Click on the Undo button to cancel the last operation.

Shock tactics

Now let's give our spaceman a shock he won't forget for a while. Click on the Hook button and then on the Explode option. This allows us to affect the picture so that it looks as if it's exploding.

Change the Explode Length setting to 42 and then click on Okay. You'll now be presented with two further requesters allowing you to set where the centre of the explode operation will start in the picture. Click on Okay for both of these and the default settings will be used.

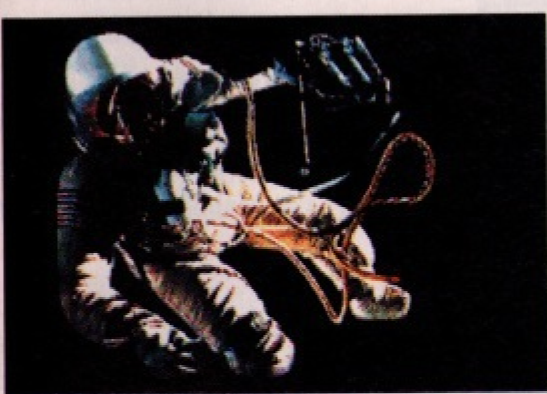
After some time (which will depend upon how fast your Amiga is) the screen will once again redraw to show the results of the explosion. Our spaceman will never be the same again! Press the right mouse button to see the effects in full.

As a final effect click on Undo and try the Hook/Pixelise function. Don't change the default settings, just click on Okay. After a few short minutes our brave explorer will reappear as a series of large pixels – much like the effects used on Crimewatch reconstructions when they don't want to show a suspect's face.

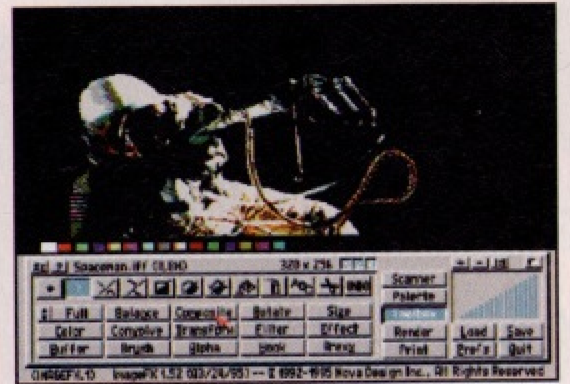
These are just a few of the huge number of effects that are possible with *ImageFX*. Starting on page 20 is a major tutorial taking you through the program. Hope to see you there. ■



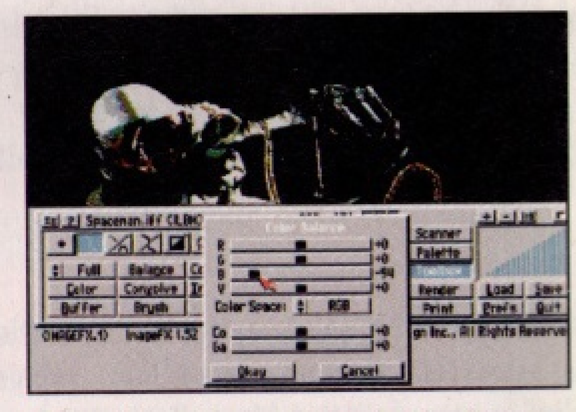
Here's a little something I prepared earlier



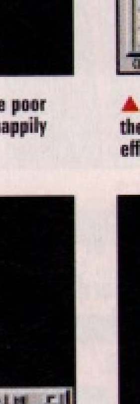
▲ Here's our spaceman ready to be digitally processed, the poor chap doesn't know what's about to hit him! There he was happily lurking about in space and we nab him. Let's begin ...



▲ Stage one: load ImageFX off our cover disk. The buttons along the bottom allow us to apply an almost infinite range of visual effects and image processing.



▲ First we'll change his colour a bit. From the Balance button we can increase and decrease the amount of Red, Green and Blue in the picture. We've reduced the Blue content.



▲ Notice how the colour has now changed, less blue in the picture. Now to really give him something to worry about. From the Effect menu click on the Wave option.



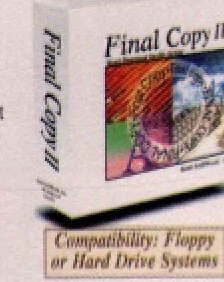
▲ I think he's had enough of all this messing about and wants to wave good bye to the whole thing! So, here we've applied the wave tool and the results speak for themselves!



▲ Finally, let's go out with a bang. We've undone the Wave effect and now applied an explode operator giving a dynamic finish to the quick overview of this month's cover disk.

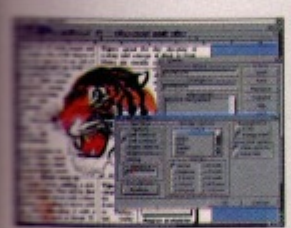
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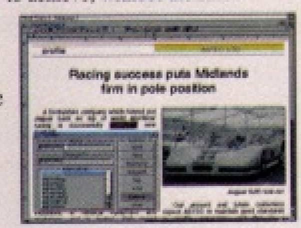


Compatibility: Floppy or Hard Drive Systems

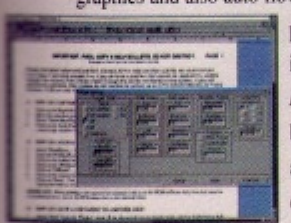
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Final Copy II is ideal for that quick letter but also boasts features which are powerful enough to help you produce end results normally only associated with expensive Desk Top Publishing packages... always easy to achieve, without the fuss!



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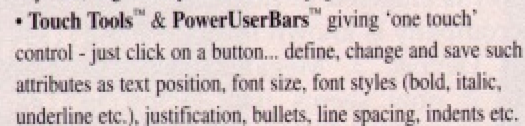
Ease and speed of use with total control of the final printed presentation is available on your floppy based Amiga system right now for only **£49.95** *inc. p&p.*

Final Copy II requires any Amiga floppy or hard drive system with a minimum of 1Mb. free RAM (A600 hard drive computers need 1.5Mb). Twin floppy drives are recommended for total flexibility with no installation or multiple disk swaps required.

Foreign Dictionaries Now Available

Final Writer™

Release 3



Compatibility: Hard Drive Systems Only

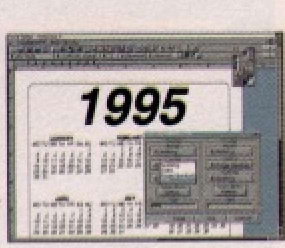
Hard drive compulsory, this new program is for power users wanting the ultimate performance. As with ***Final Copy II***, excellent output is guaranteed utilising **PerfectPrint**™ and you'll also benefit from a host of other advanced features including...

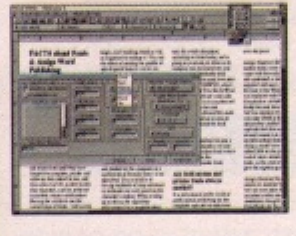
- **Text Blocks**™ which position text at any size, angle and position on the page.
- **Touch Tools**™ & **PowerUserBars**™ giving 'one touch' control - just click on a button... define, change and save such attributes as text position, font size, font styles (bold, italic, underline etc.), justification, bullets, line spacing, indents etc.
- **FastDraw Plus**™ allowing more versatile on screen drawing tools which include options like rotation.

Final Writer can also import, scale, crop, view on screen and output structured PostScript EPS clip-art images (we even include 100 free) to any printer. With PostScript printers your options include... thumbnails, crop marks, scaling and halftoning.



Add ARexx/Macros, floating palettes, undo/redo (both text formatting **and** graphics), table of contents, auto indexing, table of illustrations, bibliography generation, new drag & drop





text, spelling while you type, dictionary hyphenation, foreign language dictionaries (German, French and Norwegian), auto save, polygon graphics irregular shape generation, plus lots more. ***Release 3*** takes your Amiga further than ever before!

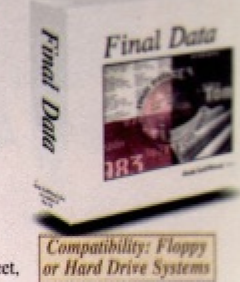
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Release 3 includes 100 quality clip art files and 120 outline fonts and, when you register with SoftWood, we send you a further 50 Bonus Fonts Free too!

Final Writer Rel 3 requires any Amiga running Workbench 2 or 3 with a hard disk drive and a minimum of 2Mb. free RAM.

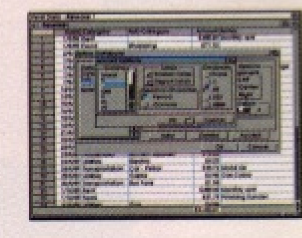
Final Data™

New Release 2



Compatibility: Floppy or Hard Drive Systems

Final Data has been developed to be by far the EASIEST TO USE Database for your Amiga. To set up a ***Final Data*** database, you won't be confronted by an array of unfamiliar commands... simply define a column for each category of information you want to keep eg. first name, surname, house name/number, street, town, county, postal code, phone number etc. (Incidentally, you can add or remove columns at any stage). Your new database will appear as a table with rows and columns allowing you to view whole ranges of data at the same time. Column widths can be adjusted by dragging their borders with the mouse. Data is then entered into "cells" (***Final Data*** even detects entries of invalid dates etc. and displays an alert message). Screen totals are available as options on all amounts/calculations (numbers can also be formatted with currency signs and commas).



Final Data even has built-in routines for label printing and you can always utilise the "Print Merge" feature found in *Final Copy II*™ and *Final Writer*™ - simply select the program you are using and ***Final Data*** does the rest automatically. You can also access any database created in *Pen Pal*™, MiAmiga File and *File IIsg*™ as well as standard ASCII files found in many other programs. Above all you'll be able to start using ***Final Data*** immediately.

New Release 2 adds features that now allow you to...

- **Select Multiple Rows/Columns** that aren't adjacent to one another
- Call up a comprehensive **Database Query Requester** which lets you define a complex search criteria
- Access **Sub Lists** to display rows which have been located by a query or manually selected and then print or save them
- Open a window in which you type information to use as a **Memo**
- Create a database with **Running Calculation Columns** (for using like a current account statement with credits against debits etc.) and
- Refined use of many other ***Final Data*** functions too.

In a recent CU Amiga Magazine, the editorial read "...the majority of Amiga users sitting at home wondering what practical use they can put their computers to should rush out and get Final Data immediately".

An easy to use yet extremely powerful method for keeping all your records in order... at only **£39.95** *inc. p&p.*

Final Data Rel 2 requires any Amiga system with a minimum of 512K free RAM operating under Workbench 1.3 or higher.

Help on memory: our products are the most economical in their use of memory. Like others, we quote the minimum memory required to load our software but we also like to make it clear that all graphical software requires more memory - dependent on the functions being used.

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DISK 110
Ultimate Soccer Manager

Ultimate Soccer Manager follows Impressions' well earned reputation for fine strategy games. Our fully playable demo should give you a taste of what's to come ...

Loading ...

First things first, write protect your disk, then insert it into the drive. Make sure you have two un-write protected disks handy because the demo needs to decompress on to two disks. Restart your machine and the disk will auto-boot to a Workbench screen with a cover disk icon on it. Click on the disk icon and a window will open with an *Ultimate Soccer Manager* icon in it. Click on this and follow the on-screen instructions which will tell you when to insert the other disks.

Once the demo has been decompressed to two disks put your original cover disk away safely and re-start your Amiga with the first new demo disk.

Getting started

On the 'select team' screen you can highlight any team you like but the default setting is for Brighton and Hove, though in the full game you can play any team you like. If you want to give yourself a head start, click on the Edit button and you can change any of your team's attributes by selecting a player and using the arrows or



clicking on the panels and changing their numbers.

Click on Select to move on from this screen and then choose how much money you want. Because this demo lasts for nine games the amount you choose here will have little impact on its overall outcome. The next panel to appear will give you game options. Click Yes or No to the business game option and animations. You will not be able to select match rigging or bunging, as they are disabled. When it comes to entering your name, use your first name and surname in that order as this will be used later on in the demo.

Settling in

Now you have started the game. You will see a 3D view of the ground. On this screen



there are several areas in the club that you can go to. Move the mouse pointer around and the text at the bottom of the screen will tell you what everything is. The only place you will not be able to go to in this demo is the training ground. If you click on the right mouse button this will bring up an icon bar that allows you to move quickly between screens.

Click on the chairman's office to visit him for feedback, arrange club sponsorship and advertising, set ticket prices, analyse attendance and plan ground improvements. Go to the manager's office to check fixtures and messages (on the noticeboard), arrange friendlies and transfer players (on the fax machine), view player, manager and club stats (in the filing cabinet), check league tables (on Ceefax), and arrange a bet, if you dare (on the telephone). You should visit the office regularly to check the notice board and fax machine and read the newspaper after games.

The bank manager will be happy to show you your accounts and money can be transferred from accounts etc.

Fax and figures

First of all use the fax machine to set up four friendlies (top division teams will reject your offers so you are limited to the third division and conference). Then choose Match Day Options by clicking on the football pitch. Click on Select Team (the tunnel) to examine your player's stats and position them correctly. Players will have points for keeping, tackling, passing, shooting and pace. Naturally you'll want defenders to be good tacklers and strikers to be good at shooting. To move players, just highlight the one you want and click on the Move Pos. button then your cursor will become that player's name and you can place him wherever you want. Then choose team formation and your style of play (in the Team Formation screen). You can also move players around here by simply clicking on them, but the changes won't be permanent.

Now choose the Start Match button or click on the referee to begin the game. Clicking on the Kick Off button starts the match. You can pause it and give new instructions to players by clicking on the Pause button, then on an individual player and then on one of the instructions buttons (forward, back, left, right, normal and man to man). You can halt the game and change formation or make a substitution by clicking on the Subs button, which will stop the game and switch to the formation screen as soon as play is halted for some reason. If you want to speed up the game click on the arrows on either side of the Norm button.

And that's it: try it out. You will be able to play four friendlies, four league games and one cup game before the demo ends. ■





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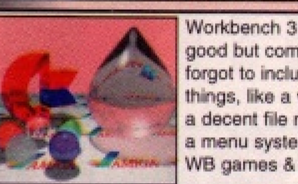
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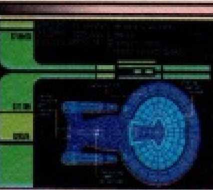
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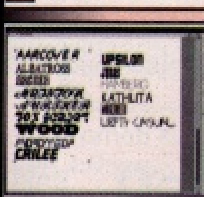
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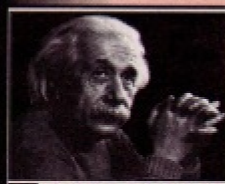
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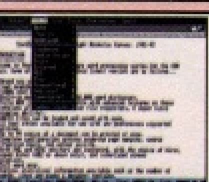
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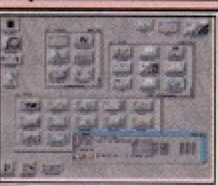
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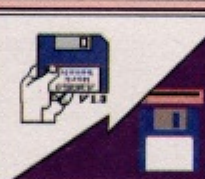
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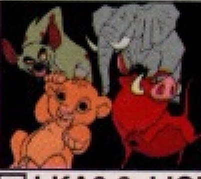
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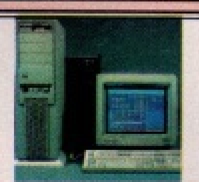
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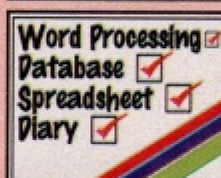
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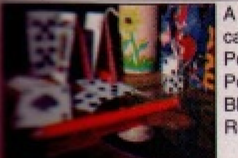
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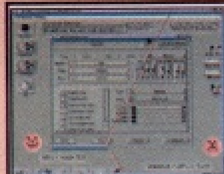


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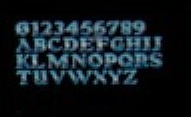
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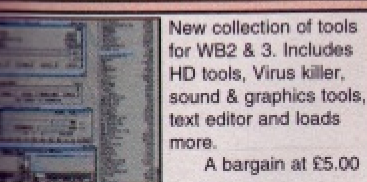
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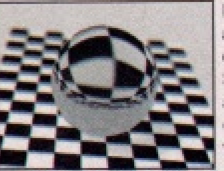


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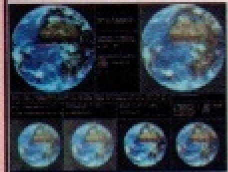


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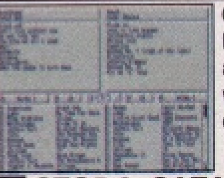
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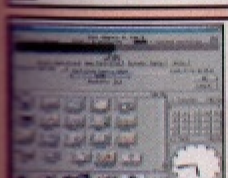
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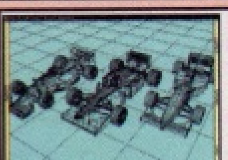
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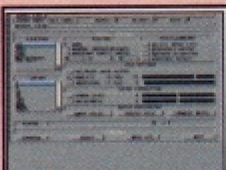
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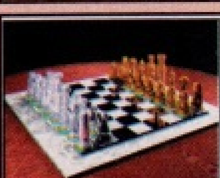


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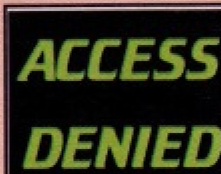
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Password & file encryption tools. Put a password on your computer or make any file unreadable to anyone else. Not for the complete beginner. £10.00

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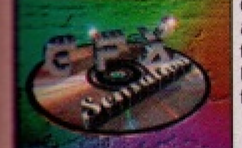


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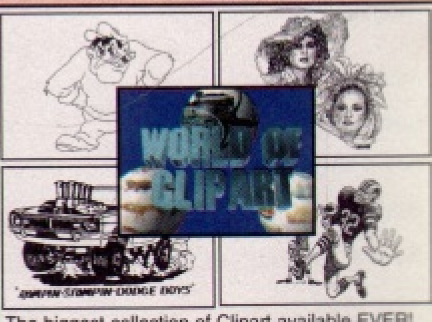


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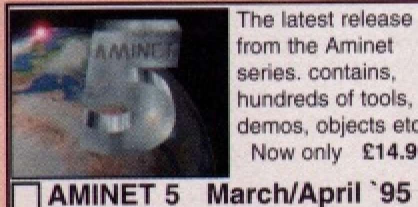
All the best and most useful tools for your Amiga. Includes Hundreds of essential utilities Just £9.99

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AMINET 5 March/April '95

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STARTREK MULTIMEDIA CD

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coverdisks How to load...



Before you start anything

Make a back-up copy of your cover disks before you do anything. This will save you endless trouble if you erase or damage your disks.

If you aren't sure about how to make a back-up just follow our guide to the right. Make sure to rename your back-up disks to match the originals.

For example, the copy of *Image FX* will be automatically renamed Copy of *Image FX* by the Amiga. Use the Rename option from the Workbench menu, deleting the 'Copy of prefix'. This is absolutely essential, as parts of the program will not work otherwise.

Making a back-up is easy

1. Take a spare blank disk.
2. Boot with your Workbench disk and load the Shell program. This can be found in the System drawer – double click on it.
3. Now type in the following line and press Return:
`diskcopy from df0: to df0:`
4. You'll now be prompted to insert the source disk (108, 109 etc). After a few minutes you'll be asked to insert your blank disk. On some Amigas you'll have to swop disks several times.
5. Once finished type in the following, and then press Return:
`endcli`

You now have a back-up of the disk. Now you can begin.

IF YOUR DISK WON'T LOAD

We go to great trouble to ensure that the CU Amiga Magazine cover disks will work on common Amiga models. However if you do experience problems follow this simple guide.

1: Remove all unnecessary upgrades and peripherals, such as printers and modems. Some trapdoor expansions can also cause problems.

2: Follow the instructions on this and previous pages exactly.

3: If you still experience problems loading the disk call the DiskXpress helpline on 0451 810 788 between the hours of 10am and 5pm Monday to Friday.

If they advise that the disk is faulty, fill in your details in the form below, and send this form, along with the faulty cover disk and a 28p stamped self addressed envelope to:
CU Amiga Magazine Disk Returns, DiskXpress, Unit 7, Willow Court, Bourton Industrial Park, Bourton-on-the-Water, Gloucestershire GL54 2HQ.

NAME: ....

ADDRESS: ....

TYPE OF AMIGA OWNED: ....

DISK NUMBER: ....

DESCRIBE EXACTLY WHAT HAPPENS WHEN YOU TRY TO LOAD THE DISK:

....

....

WRITE PROTECT YOUR COVER DISKS!

ImageFX is a massively powerful program, and being so powerful it's also very large. For this reason we've had to provide three cover disks this month – disks 108 and 109 contain the *Image FX* program and data files.

Loading Image FX

To use the program direct from the floppy disks, insert disk 108 in your Amiga and turn it on. Now double click on the icon labelled *ImageFX*. After a short while a window will open with further icons in it. Click twice on the icon labelled *ImageFX* in this window.

The program will now load. The main program has been compressed in order to fit all the necessary files onto the disk. This won't make any difference to how you load the program, but your Amiga may appear to stop for a short while as it decompresses the data. Don't worry, after a short time *ImageFX* will pop up on screen. You're now ready to join the world of professional image processing. Turn to our feature elsewhere in this issue for a detailed tutorial on this power packed program.

Disk 109 – Hard drive installation

Disk 109 contains a sample picture for use with *ImageFX*, and further data used for hard drive installation. To install *ImageFX* on your hard drive insert disk 108 into your Amiga, turn it on and double click the *Image FX* disk icon. Next double click on the hard disk install icon. You'll now be asked a series of simple questions and the program will be installed onto your hard drive.

Virus outbreak

We go to great trouble to ensure that our disks are completely free from viruses. However we cannot accept any responsibility for possible damage incurred by viruses or faulty disks which have escaped our attention.

Ultimate Soccer Manager

Write protect your cover disk! Slide the tab in the corner so that it's in the open position, otherwise you may accidentally overwrite the original and render it useless.

You'll need two spare disks to hand, as *Ultimate Soccer Manager* has been compressed onto one to fit it onto this month's cover. These spare disks do not need to be formatted, but anything they contain will be completely erased in the decompression process.

Insert cover disk 110 into the internal floppy drive and switch on your Amiga. The machine will autoboot to a Workbench screen. Double click on the disk icon, then double click on the first of the two icons in the window that appears. You'll be prompted for your first blank disk. Insert this and follow the on-screen prompts. When everything has stopped, double click the second icon in the window, and use your other blank disk this time.

Now you can re-boot your Amiga using the first of your blank disks. The game will load and run automatically.



Amiga, going once, going twice...

The future of the Amiga has finally been secured with production of the A600, A1200 and A4000 to be resumed. The first of the new batch will be on sale again by August. As reported in last month's issue of CU Amiga Magazine the retail group Escom entered a bid for the rights to ownership, technology, trademarks and patents of Commodore and the Amiga. In an auction held on April 20th and finalised shortly later Escom were awarded the contracts. Escom is reported to have spent some $10 million in the process.

At the auction were interested parties from Commodore UK, the American distributor CEI, PC manufacturer Dell, and Escom. The Commodore UK team turned up only to realise they couldn't match the bids being placed and promptly backed out. Their official announcement said they would work with the winner.

All prospective bidders were asked to place a $1 million deposit, with no conditions. Only Escom managed this with their bid of $5 million. Dell's bid was not accepted, as it had the condition that they have 31 days to look into patents. However, Dell had put the highest bid on the table, so to speak. Escom accordingly raised their bid to $10 million and this was accepted.

Escom have confirmed that they will restart production of the A600, A1200, A4000 and also the C64 (Commodore's previous 8-bit home computer). These will be produced by a Chinese manufacturer, Tianjin Family-Used Multimedia Co. Ltd, under license from Escom. The Amiga models are to be sold throughout Europe in Escom's stores – see CU Amiga Magazine May '95 and also by independent retailers. The C64 will be sold in Eastern Europe.

They will also license Amiga technology to distributors in the Far East and USA. The future of the Commodore UK operation is uncertain, as Commodore UK is now owned by Escom. When we contacted Commodore UK all they would say is that they are working on a deal, and would have news within a week. Bernard Van Tianam from Escom was known to have been meeting them in the UK at the end of April to discuss their future role.

What ever happens in the coming months, the future of the Amiga is at last certain.



Seen it all before

This take over of Amiga technology will have a familiar ring to it for those Amiga users who have been around long enough. It is in fact the second time Amiga technology has changed hands.

The Amiga was originally developed by a company called 'Amiga Inc'. Originally this was backed by Atari, but later Commodore got involved and 'liberated' the company from Atari. Amiga Inc was then merged with Commodore and the computers then sold and marketed by Commodore.

The future's looking good so far

Although Escom were not prepared to divulge many details of future plans they did reveal a few snippets of information to CU Amiga Magazine. As exclusively reported in last month's CU Amiga Magazine, Escom have big plans to use the Amiga as a mechanism for delivering interactive TV via set-top boxes. In fact they went so far as to say: "Escom also believes that the special Amiga TV set-top boxes will become the future of interactive television". Escom also said they are working to integrate Amiga and PC platforms. This would probably be some form of plug-in card for PCs that brings the advanced audio/graphics (multimedia) capabilities of the Amiga to PCs. An Amiga card giving PCs Amiga compatibility has not been confirmed. Their plans for the Amiga include relaunching the A600 and A1200, with a few as yet unannounced minor enhancements. There are also reports of Amiga branded VR technology and upgrades, although exact details of what form these will take are still to be decided. Escom have approximately 100 ex-Commodore staff already working for them in various positions around Europe and are actively recruiting ex-Commodore technicians. They also intend to produce PCs and Apple Mac clones with the Commodore badge on them and are looking into other developments available using Amiga technology.

ESCOM PRESS RELEASE
27th April 1995

ESCOM ACQUIRES AMIGA VIDEO AND MULTIMEDIA TECHNOLOGY
Amiga and Commodore Trademarks To Be Continued.

Leading PC retail group ESCOM has purchased all the rights formerly belonging to the Commodore Group. The transaction covers all the rights of ownership, technology, trademarks and patents of Commodore and Amiga.

The technology of the Commodore Group is highly prized among professionals in the multimedia market. With this acquisition, ESCOM has become the world leader in multimedia technology for the consumer market.

ESCOM is committed to continue marketing the successful product range under the names Commodore and Amiga. It has decided to restart the production of the legendary Commodore C64 for the mass markets in Eastern Europe. Production of Amiga models 4000, 1200 and 600 will also be resumed.

ESCOM is working to integrate Amiga and PC platforms, developing end-user PC adapters that bring the multimedia functionality of the Amiga to the PC. ESCOM also believes that the special Amiga TV set-top boxes will become the future of interactive television.

The production and marketing of the Amiga platform has been licensed to the Chinese company, Tianjin Family-Used Multimedia Co. Ltd. The company is the largest producer of 16-bit games machines in China, with a marketshare of 80 per cent and an installed base of one million consoles.

By joining this Chinese partnership, ESCOM has opened up one of the most important potential markets for Commodore products. The company is currently negotiating the sale of licenses with major distributors in the Far East and USA to ensure worldwide availability of Commodore and Amiga technology.

▲ Here is the official press release from Escom. We've reproduced it here, in full.

STOP PRESS!

In next month's CU Amiga Magazine we hope to have full details of Escom, their plans for the future of the Amiga and just what went wrong with Commodore UK's plans.

ProDraw Update

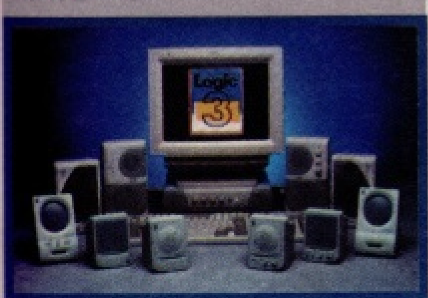
LH Publishing are offering an update to A1200 and A4000 owners using our May *ProDraw* cover disk. The update allows the program to run on these systems. The company is also offering a manual and hard drive installation service. LH Publishing are on 01908 370 230.

Bum note

Guitar Companion which was reviewed in last month's PD Utilities pages is now available from the F1 Public Domain library (tel: 01392 493580) and the price is now £3.99 including P+P rather than the stated £5.99.

Speak up

Logic 3 are offering a range of new multimedia speakers. The ScreenBeat range includes active speakers and sub woofers with models suitable for mounting on the side of monitors or standing separately. The speakers are available from most main dealers, with prices starting from £14.99.



Commodore up for sale – again



▲ Apparently Commodore International is not the only Commodore up for sale. This photo was sent to us by Jason Brown from Lincolnshire, who is apparently an up and coming artist in the games industry, while on holiday in sunny Norfolk. Well spotted! Has anyone else got strange or funny Amiga related photos or stories? Send 'em in.

First and second helpings

Fans of that lovable duo *Bubble N Squeak* will be pleased to know that Audiogenic are busy working on a follow up to this hugely popular game.

However, don't expect more of the same as Audiogenic's Peter Calver is adamant, however, that this version will be completely different to the original.

Audiogenic are also working on an as yet unnamed platform game which sees a princely figure metamorphosing into various different life forms (bat, bird, squirrel, grass hopper, spider, helmet bug, rock) as he leaps through each world.

This latest platformer was designed by two fresh faced art students and, having seen the first roughs, looks pretty impressive. We should have a full preview of both games very soon.

Tycoon's future in the red

As this issue was going to press CU Amiga Magazine received the disheartening news that MicroProse' latest business sim, *Pizza Tycoon*, might not make it onto retailers' shelves. Despite receiving high scores in most Amiga mags (see page 44 of this issue for our rating) retailers are not keen on stocking the game all about making it in the pizza business because it will not run on 1Mb Amigas. The minimum specification to play the game is an A1200 with a hard drive. What rot! Perhaps the lily livered bunch might wake up when they read the latest news of Escom's plans for the Amiga. Or perhaps all hard drive-equipped A1200 owners could gather up a petition and send it off to the nearest stockists. That'll show them. More news as we get it.



▲ **Are we going to be deprived of making our speciality pizzas in the cut and thrust business of the pizza world?**

Lost in Limbo

Rasputin must have spent all winter with their heads buried in history books, because their latest game *Limbo of the Lost* is based on the ship Marie Celeste (or Mary Celeste, as Rasputin's manual would have it), whose crew, one stormy November night in 1872, disappeared in strange and spooky circumstances. And so an idea for a game was born. Your job in this CD32 only RPG will be to help the ship's Captain Briggs free the crew's lost souls and save God's book of creation from the four evil horsemen of Apocalypse. We should have a full review very soon.



Firing on all cylinders



▲ **Great graphics but we'll have to wait and see about the gameplay.**

Black Legend have certainly been keeping their motor running these past couple of months. Not only are they busy starting work on a new racing game, *WheelSpin*, that they hope will be a *Super Skidmarks* beater, they've also got a chockload of other games which will be ready for review quite soon.

Developed by the Italian based company Floating Point, *WheelSpin* is an overhead view racing game which will feature sixteen gloriously colourful tracks spanning various terrain.

Games nearing completion include the fantasy world of the RPG *Evil's Doom*, Doom clone *Behind the Iron Gate*, the CD32 animated chess game – *Chess Through The Ages* and *Leading Lap* – a VR racing game.We should have reviews of all these games next month.

Final upgrade

Softwood have announced a new version of their popular database program *Final Data*. Called *Final Data 2* it will retail for around £40, though existing users will be able to upgrade at a lower price. New features include a comprehensive interrogation requester that allows you to extract information in almost any form you could need, a memo feature, limited spreadsheet ability and more. We should have further details and a review next month. For more information call 01733 836 781.

Mortgage net

Legal and General are the latest financial institution to get linked up to the 'net. Called the Mortgage Maze their board will allow you to get details of L&G mortgages and ask questions without having to go out in the sweltering heat of the great British summer and grovel before your building society or bank manager. The L&G Mortgage Maze is at http://www.cityscape.co.uk/users/dd75.

PCMCIA modem driver

Eyetech's new PCMCOM driver opens up a whole new range of PC peripherals to Amiga users. The software allows A600s and A1200s to use PCMCIA card modems and serial ports which are commonly available - similar to the way that the Squirrel SCSI interface allowing the use of PC SCSI storage devices. It sells for £29.95 and is available from Eyetech on 01642 713 185.

Interactive football league

Team 17 are set to become the first UK computer games publisher to branch out into the world of on-line games with the launch of *IFL* (Interactive Football League) early this Summer.

"*IFL* will be the first of many on-line games from the company", claimed PR manager Alan Bunker. Their first effort is a multiplayer football management game, where the player has the opportunity to test their management skills to the limit. You can buy and sell players, determine tactics, enter into home and European cup competitions – even send secret messages to other managers.

Prize money is on offer for league and cup champions and manager of the month awards will be presented to those who really lead the way in the world of soccer management. Expect IFL to be launched on June 1st – you can phone Team 17 on 01924 267776 or email them for further details at: baggers@team17,demon.co.uk

Free printers!

Gestetner have organised a free printers for schools scheme alongside Business In The Community and the Tesco Computers For Schools scheme.

The idea is that as laser printer technology gets better and prices come down businesses are likely to upgrade their current printers for smaller, faster and cheaper machines. By joining the scheme they will undertake to supply older laser printers to schools who are currently running outdated, slow and old dot matrix printers. Gestetner will then service and clean them free of cost.

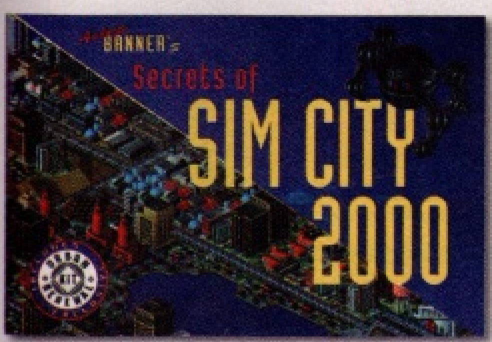
The benefit to business should theoretically be better educated and more up to date graduates. Gestetner are offering low cost deals on laser printer upgrades as part of the offer. For more information about the Gestetner Schools Scheme call 0990 143157.



▲ The lovely Gilbert pictured above will be launching the Gestetner Schools scheme.

Sim-ply the best

Following on from their mind boggling book on *Frontier*, Bruce Smith has just published a guide to that other great grey matter tester of our time, *Sim City 2000*. Written by Andrew Banner it consists of 120 pages of hints and tips on both the original game and the urban renewal kit. Although it's in black and white, apart from the covers, *Andrew Banner's Secrets Of Sim City 2000* is very well illustrated and the text takes you through all areas of Sim planning. There is also a Q&A section at the back, but an index is, sadly, missing. Still it's a good read and provides good advice and analysis. It's not for expert users, but for those who casually delve in to *Sim City 2000* and never seem to get anywhere it could clear up a lot of errors and muddles. Available from most bookstores or Bruce Smith Books direct, call 01923 894 355.



Charts: Amiga top 10

TITLE	PUBLISHER
1 Super Skidmarks	Guildhall Leisure
2 Sensible World Of Soccer	Virgin
3 Pinball Illusions	21st Century
4 Roadkill	Guildhall Leisure
5 Theme Park	EA
6 FIFA Soccer	EA
7 All Terrain Racing	Team 17
8 On The Ball League Edition	Daze
9 Beau Jolly Compilation	Virgin
10 Mortal Kombat 2	Acclaim

Spotlight on Amiga

Gasteiner are holding the latest in their popular series of Amiga and Atari shows at the Novotel in Hammersmith, London on the 9th and 10th of June 1995. The show has traditionally had lots of product on display and plenty of bargains so it's well worth while checking it out, especially in the light of recent events at Commodore. Use the coupon below to get a special discount admission. Hope to see you over the weekend.

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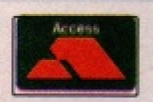
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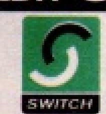
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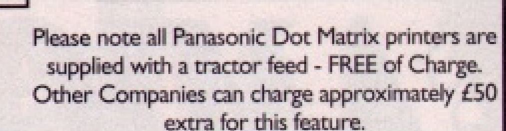
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Canon PRINTERS

Canon BJ-200ex

The NEW BJ-200ex has print speeds of over 3ppm. It has a built in 'smoothing' function giving an effective resolution of upto 720 x 360 dpi! At the faster speeds of 204cps HQ, and 248cps HS, the BJ-200ex still maintains the whisper quiet operation of 42 dBA, and comes with a built - in 100 x A4 automatic sheetfeeder. * 1 Year Warranty **£233.83**

NEW Canon BJC-600e

Introducing the NEW Canon BJC-600e, the successor to the BJC-600. In addition to the advanced features of the BJC-600, the NEW BJC-600e has a 'smoothing function' giving an effective resolution of 720 x 360dpi for mono printing. The improved logic capabilities allow you to print colour graphics at a speed of 0.6 - 1.2 ppm. It Prints on various media, is Windows compatible and has fast print speeds for colour and black. It also has separate CMYK ink tanks for economical printing. 1 Year Warranty **£429**

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NEW Canon BJ-30 is an ideal portable printer, the perfect answer for occaisional home use.

It has a built in smoothing function giving an effective resolution of upto 720 x 360 dpi. The BJ-30 uses the new BC-10 cartridge system with 128 nozzle head, giving a print speed of 277 cps. The ink is fast drying water resistant and light fast. It has been designed for ease of use incorporating LCD control panel and a warning to let the user know when the cartridge is running short of ink. It has a 30 sheet integral sheetfeeder and weighs only 1.4Kg! **£198.58**



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Options: 1. Portable kit containing Nickel Metal Hydride battery & attachment to recharge from the mains when the printer is not in use:- **£79.31**

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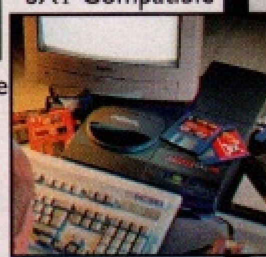
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Image Processing

Trade secrets revealed!



With this month's excellent cover disk you'll be able to alter images in ways you never previously dreamed of, entering the exciting world of the image manipulation.

Image processing is now more popular than ever. It's used by the world's top advertising agencies, movie makers, special effects gurus and printed media moguls. Over the next six pages we take a look at this upsurging artistic medium and take an indepth look at *Image FX,* a popular image processing package which just happens to be this month's cover disk.

Take a closer look at the picture on this page for instance. Those tomatoes have blue stems, and are green where once they were red. In fact in the original photograph there weren't even tomatoes on her head. And while we're on the subject of the woman, her skin and eyes have been subtly changed to add dramatic effect. This was all done using image processing software. In fact over the coming pages we'll show you how it can be done using our cover disk, along with many other tricks, tips and techniques to allow you to create your own digital illusions.

ImageFX

Now it's time to get in on the world of image processing yourself. Below you'll find a guide to the buttons on the *ImageFX* control panel and over the page you'll find even more details on our exclusive cover disk.

The program works in a very simple manner, so creating those high tech effects is child's play.

After loading it you'll be presented with a control panel along the bottom of the screen, from which you can access all of the features of *ImageFX*. The top two thirds of the screen show a preview of the image currently being worked on.

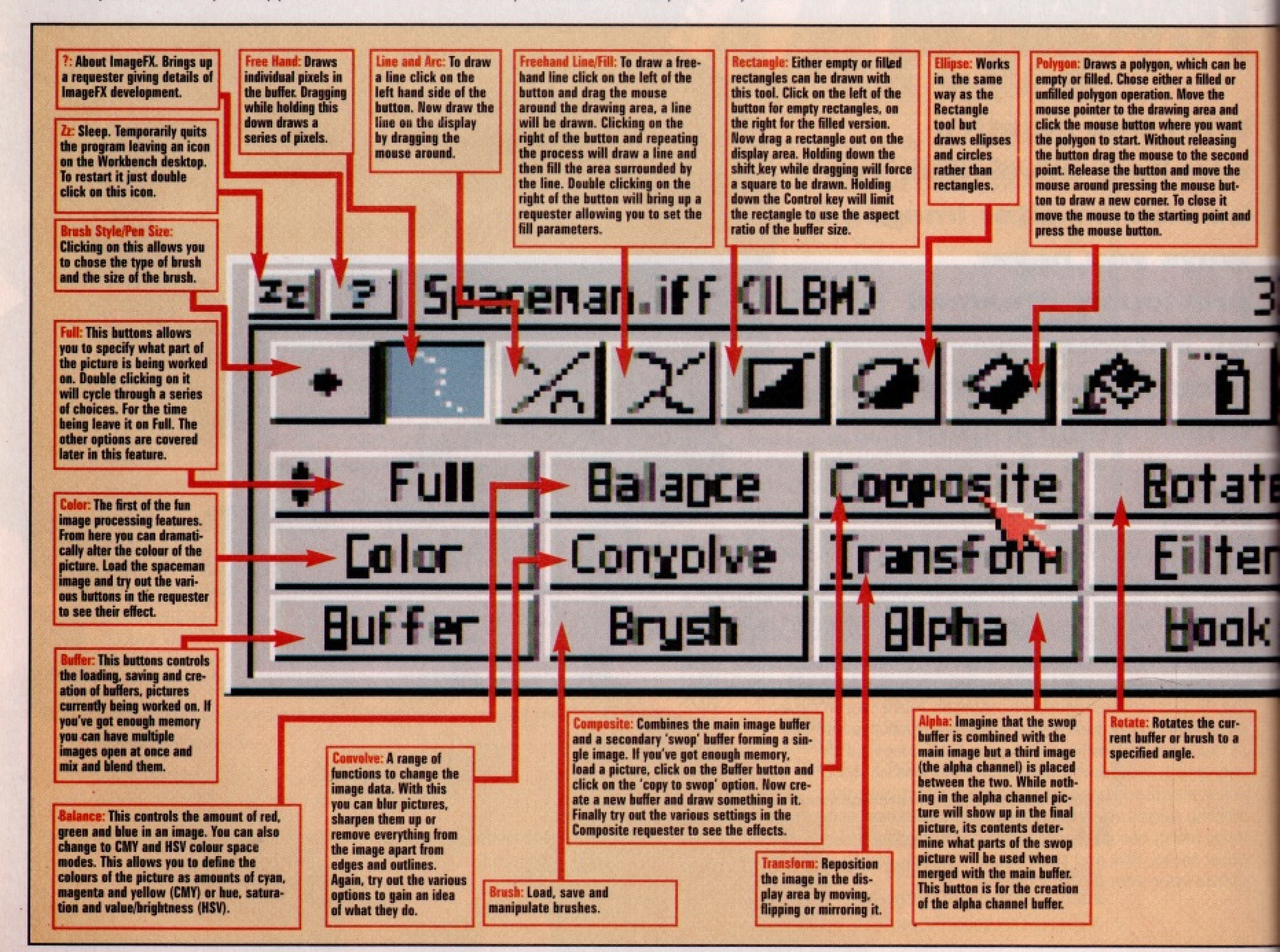
This preview is a quick approximation of the real picture. It allows the program to show changes made to the picture more quickly, rather than forcing you to wait for slow screen redraws.

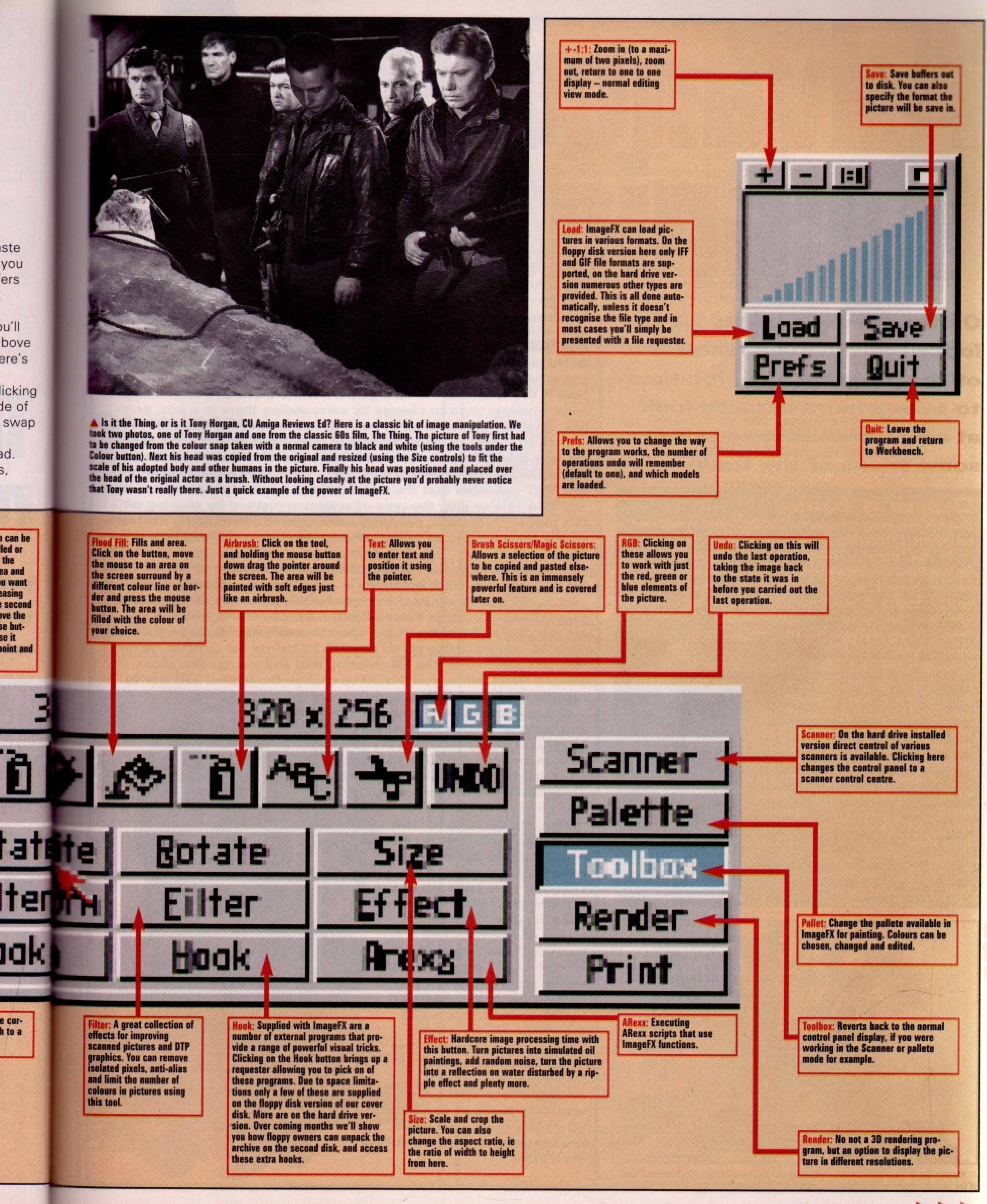
ImageFX stores its pictures as 24-bit colour images, which is why it can take a while to process and display them. The real, high resolution, full colour image is hidden from view, stored internally. If you wish to see the real image you can 'render' it using a chosen screen mode.

The program can also have multiple images open at once, each held in it's own buffer – assuming you have enough memory. While paint packages such as *DPaint* also have separate buffers they are only used as temporary storage while you cut and paste between them. With *ImageFX* however you can mix, blend, and combine these buffers to create complex compositions and visual effects.

When you first load the cover disk you'll see the control panel and a black area above it. No image has yet been loaded, so there's no image data to work on.

Now load the space man image by clicking on the Load button on the right hand side of the control panel. You'll be prompted to swap disks. Having done so click on the file labelled 'spaceman.iff'. This will now load. Now you can try out some of the effects, have fun.





▲ Is it the Thing, or is it Tony Horgan, CU Amiga Reviews Ed? Here is a classic bit of image manipulation. We took two photos, one of Tony Horgan and one from the classic 60s film, The Thing. The picture of Tony first had to be changed from the colour snap taken with a normal camera to black and white (using the tools under the Colour button). Next his head was copied from the original and resized (using the Size controls) to fit the scale of his adopted body and other humans in the picture. Finally his head was positioned and placed over the head of the original actor as a brush. Without looking closely at the picture you'd probably never notice that Tony wasn't really there. Just a quick example of the power of ImageFX.

Advanced techniques

On the previous pages we've looked at the main features of the program, now it's time to take a more detailed look at some of these and reveal some tricks of the trade.

Drawing Tools

Double clicking on any of the drawing tools will bring up a Drawing Options requester.

At the top of the requester is a cycle gadget. By clicking on this you can move through a series of choices. These determine how the 'ink' will be laid onto the image. These include matte, which is the standard drawing mode, rub through which replaces the selected areas of the image with parts of the swap screen, lighten/darken which lightens or darkens the paint area (by the amount set by the blend slider) and trace through which draws onto the swap buffer as you draw on the main image, without altering the main image itself – ideal for tracing images when preparing complex cut and paste operations.

The Blend slider controls how much the edges of the drawn area will be smoothed into the main picture, so you can limit the harsh edges of draw operations. The Edge selector specifies how edges of drawn areas are treated. They can be anti-aliased, feather-in and feather-out. The Radius selector determines the area that the feather operation affects.



Photo: Image bank

▲ Monkey Magic! Here the results of a skilful cut and paste can be seen. The hands and head of the monkey have been carefully pasted on to the body of a business man, by Alfred Gescheidt.

Area Selection

We've already seen how *ImageFX* can apply a very wide range of powerful image processing effects to your pictures. But what happens if you only want to change part of the picture? You can select areas of the picture to change by surrounding them in a box, polygon, freehand drawn area, or even define an area by colour.

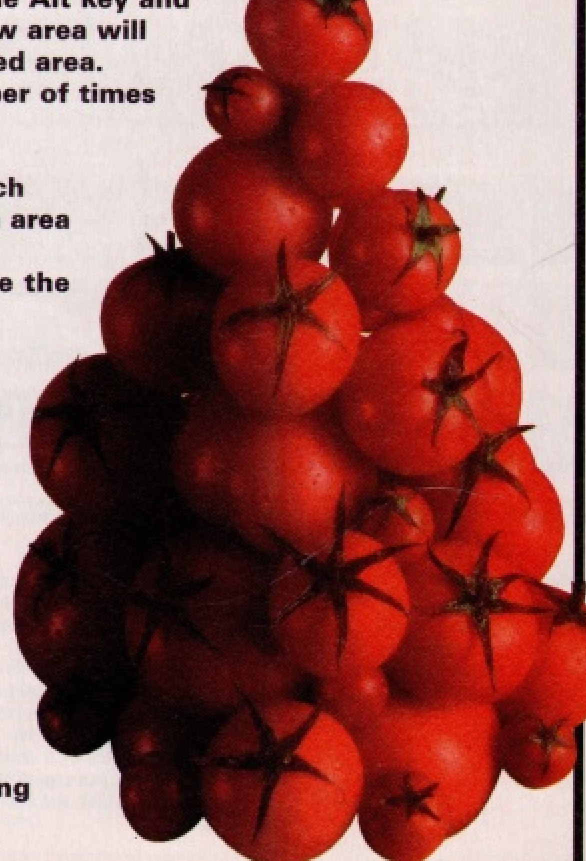
Each of these selection processes works just like its companion drawing mode. To pick the area to process double click on the button in the control panel labelled 'Full'. This is the Region selector and 'Full' indicates that the entire picture is currently selected. You'll be able to pick the type of selection method by clicking on this button. Rectangle, polygon, and freehand are all fairly obvious – simply draw around an area as if you were using the same-named drawing tool.

Flood works like the Fill tool. Click on an area of the picture and the program will work outwards in all directions selecting pixels that match the colour of the original pixel. But what about pixels that are very similar in colour, but not exactly the same? You can set the sensitivity of the Flood operation, which defines how close in colour neighbouring pixels have to be before being filled. To do this, double click on the Fill painting tool and change the slider marked Flood. Note, you'll need to change the Region selector to another option to do this, and then set it back to Flood.

If you select an area with the Flood feature and want to include another part of the picture as well, hold down the Alt key and click in another area. The new area will be added to the Flood selected area. There is no limit to the number of times you can do this.

The other setting for the Region selector is Brush which limits the selected area to an area painted by a brush.

Spend time learning to use the Region selectors. They considerably increase the power of *ImageFX* and a good understanding of them is vital to get the most out of the program. In the picture on our cover, Region Select tools were used to select the whites of the eyes before changing them to a pure white, whilst the tomatoes were selected as an area of red. The colour was then changed to green. To do this otherwise would have required hours repainting each area!



It's Magic!

The Brush Scissors and Magic Scissors allow areas of the picture to be copied and pasted back onto other parts of the image. The cut-out area can also be used as a brush. You can also copy the brush to other buffers. To use this tool click on the Brush Scissors icon and then click on one of the drawing tools. Now draw as you normally would. The area will be copied. When you now draw, not using the Scissors tool, copies of the brush will be used instead of normal ink.

The magic part of the Scissors function is available by double clicking on the icon. When doing so a small 'M' appears in the icon. In this mode only parts of the area copied from the picture that contain the foreground colour will be transferred to the brush, not the background colours.

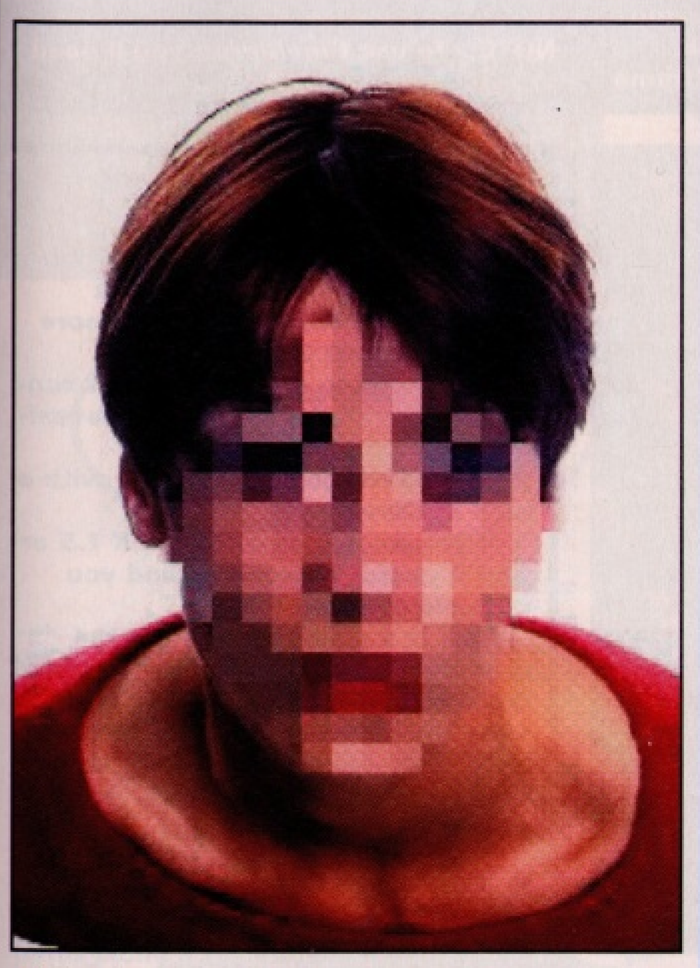
To delete the current brush press the full stop key.

Crimewatch

If you think image processing is just used in the big budget world of Hollywood think again. Normal TV programmes are now starting to use visual effects for all kinds of things.

Next time you watch a Crimewatch program and they show people being arrested or undercover cops in action, check out the pixelisation effects used to cover up faces and car number plates.

This is possible in *ImageFX* using the Pixelise effect and selecting just the face or registration area of the picture.

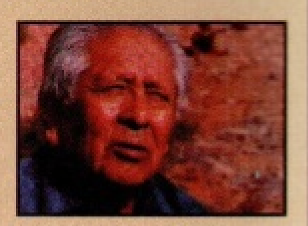


▲ Having selected the face, the Pixelise mode was applied – this aptly shows how region selection can be put to real use.

Hot tips!

Cut It!







When you cut out heads or areas with lots of detail around the edges it will always be difficult to perfectly cut around every nook and cranny – particularly were hair is involved. But there's a neat trick to cover up the mistakes and general lack of detail at the edges. Double click on a drawing tool and select the Feather In mode for the edge. Now select a radius of around 3 pixels. Now when you cut your head out and paste it will be pasted with the edge detail delicately fading away, covering up the rough edges in a slight blur.

Neon Lights



To create a neon light type effect load an image and select Edge Detect under the Convolve tool. Next apply the Negative operator from the Colour options and finally apply a strong Sharpen function (also found under the Convolve button). This changes the picture to look like it's created from neon lights.

A charcoal effect can be created in a similar way. Apply an edge detect to the picture. Next convert it to grey and finally apply a soft blur to the image.

Speed Up

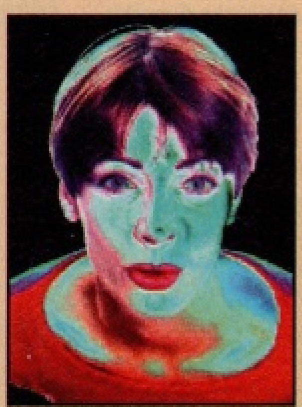


Some of the image processing effects possible in *ImageFX* require huge amounts of intense calculations to be carried out. For this reason on the slower Amigas some of the Hooks and Effects can take a long time. If you are just trying an effect out or experimenting with possible effects, waiting several minutes or even hours to see a result only to instantly undo it can be very annoying. If you want to quickly try something out use the Region selector and try the effects out on just a small part of the image first. If you like it you can then apply it to the whole picture. If you don't you haven't waited too long.

Techno Colour

Experiment with the colour manipulation tools. Image processing isn't just about distorting the position of pixels but also colour. Changing a picture's colour can completely change its look. Mess around with the Colour and Balance settings in *ImageFX*, try out extreme values and you'll see how different colour changes can make a picture look.







▲ Just some of the potential colour effects possible with ImageFX. Try applying different colour effects and mixing them with convolve operations for even greater impact.

Cinemorph

On the disk alongside the *ImageFX* icon you'll see an icon labelled *CineMorph*. With this you can take two images and create a series of in-between pictures that show the first picture transforming into the second. A recent example of morphing is the Danny Baker soap adverts where he changes into a different presenter as he walks across the street. Alternatively you can take one image and stretch or distort it creating a visual effect that would otherwise be too expensive or time consuming, if not impossible, to create.

We'll examine *CineMorph* in detail in a future issue, but for the time being here's a quick guide to let you try out the warping capabilities.

Load *Cinemorph* by double clicking on its icon. Now click on Load Image from the Cell menu and open the spaceman picture from cover disk 109. Now click on the right hand window and open the image again. You'll now see two pictures of the spaceman side by side in the windows.

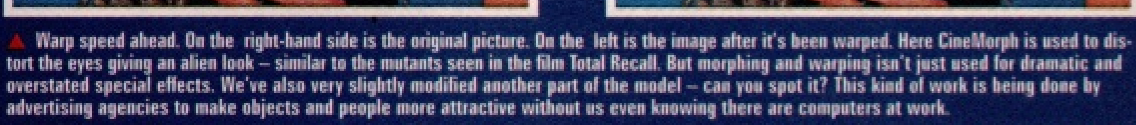
Over the top of both pictures is a grid of intersecting lines. These break the picture up into small squares. By dragging the lines around you can stretch or distort parts of the picture under that square. If for instance you had a picture of a face, by dragging out the squares around the mouth or eyes (as we've done with the picture shown here) you could stretch these features of the face producing a distorted look. Also under the Cell menu is the Edit Tweening function. Click on this and then on the button labelled Flat when the requester appears. This sets how quickly the changes will be made over the duration of the warp. By flattening the tweening out you are telling the program to apply all of the warp distortions in one go.

Now drag around the intersection points of the grid in the right hand window and then click on the Preview Single option under the Morph menu. Another requester will appear asking which frame you wish to preview. Move the slider to the far right (frame 25, the final image) and click on generate. After a few minutes your warped picture will appear.

You've probably noticed that the pictures displayed in the two windows are greyscale pictures, not colour. Don't worry, the colour data is still there, and the final picture if saved to disk will be in colour. The program uses greyscale versions to speed up display times.

NOTE: To use *CineMorph* you'll need at least 4Mb of RAM.





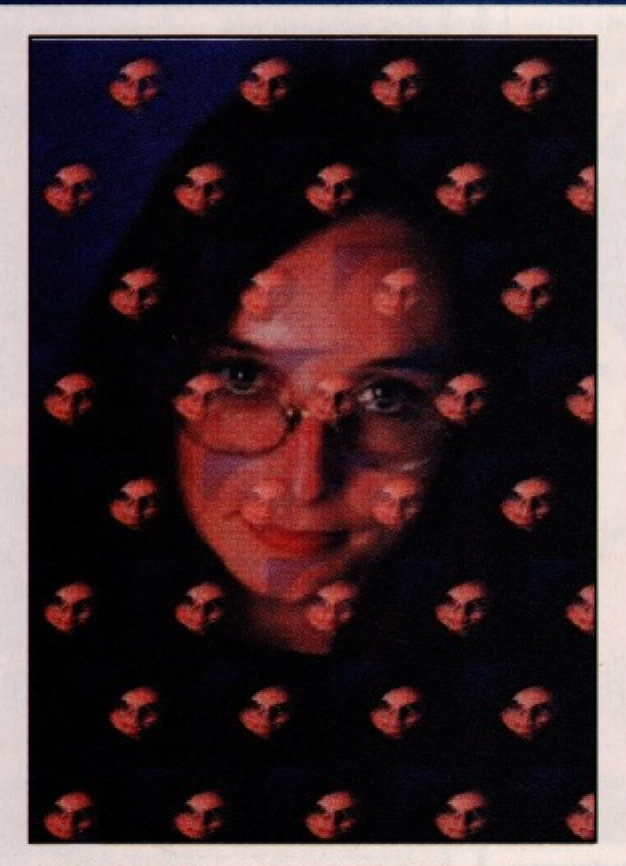
▲ Warp speed ahead. On the right-hand side is the original picture. On the left is the image after it's been warped. Here CineMorph is used to distort the eyes giving an alien look – similar to the mutants seen in the film Total Recall. But morphing and warping isn't just used for dramatic and overstated special effects. We've also very slightly modified another part of the model – can you spot it? This kind of work is being done by advertising agencies to make objects and people more attractive without us even knowing there are computers at work.

Evolve with Convolve

When you first use *ImageFX* you'll probably try out a few of the Hooks and Effects and then try out Convolve – that's what we did. At first the things possible with Convolve seem pretty dull compared to the Explode, Ripple and Pixelise functions. While some of the Convolve operators can be very useful they aren't exactly exciting.

However, there's more than meets the eye. Click on the Custom button of Convolve and you'll be presented with a requester. Now click on the Load button and up will pop a list of convolve operators. The custom button allows you to create your own convolve effects, which we'll cover in more detail in a future issue. But with the load button you can load a range of predefined convolve operators, many of which provide interesting not to mention useful effects.

Try them out, if you don't like it you can always undo them. As with colour it's also worth trying out several convolves one after another for combie effects.



▲ This is a simple but easy to do trick. Similar effects are often used in print advertising. To do it copy an original image. Now create much bigger buffer and paste it in the middle. Now scale the brush and paste over the top repeatedly.

Image FX ... The future

You'll now have a pretty good idea of how the *ImageFX* cover disk works. However, there's a lot more to it.

Over coming months we'll be running comprehensive tutorials revealing the hidden secrets of this program, starting next month with a look at *CineMorph*.

If you enjoy using *ImageFX 1.5* or find it useful we recommend you upgrade to version 2.

This is a major upgrade of the program, it contains many additional features and it is just oozing with extra image processing capabilities and tools, many of which are similar to the best that Mac and PC programs offer.

If you want to know more about *ImageFX 2*, or would like to upgrade (the upgrade offer, detailed on page 10, is only available for a short time) call Wizard Developments on 01322 272908 during office hours. ■

Andy Leaning

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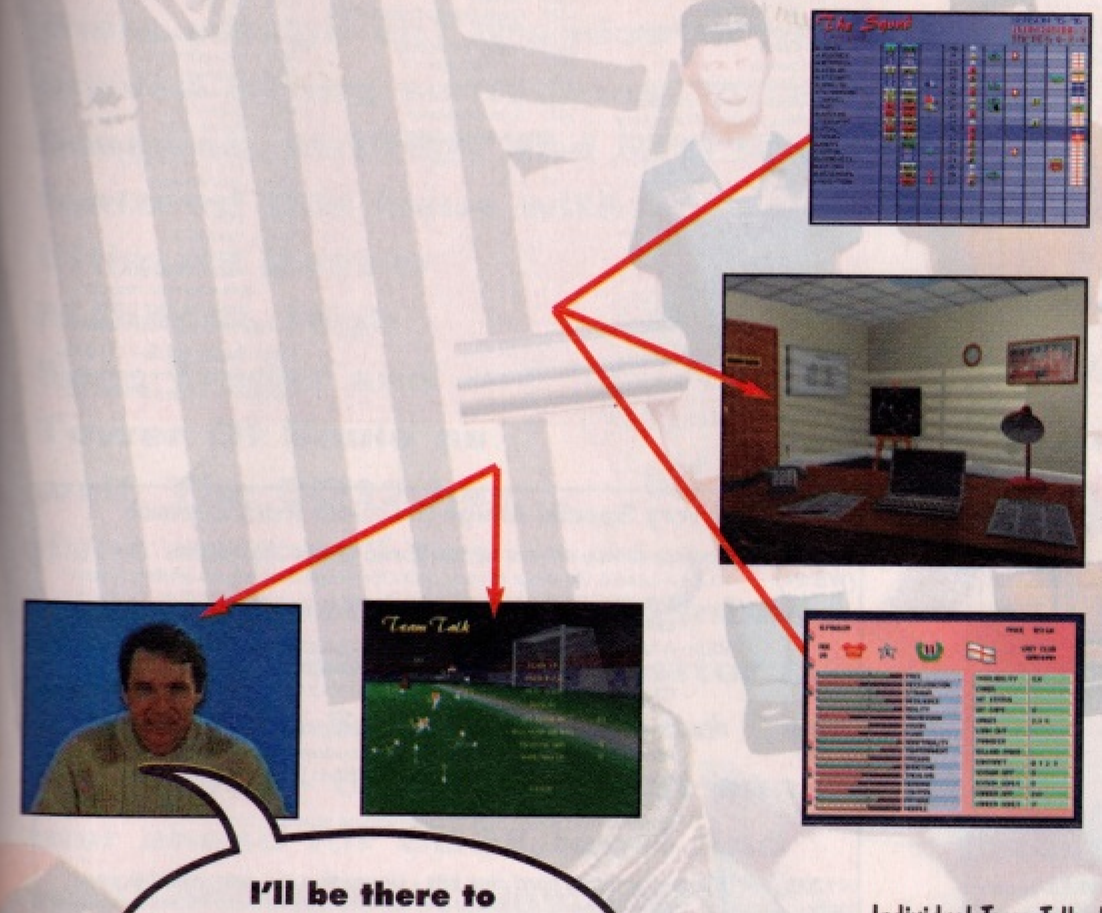
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Top Down



Isometric



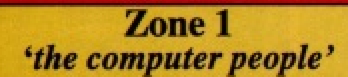


For more detailed information please write to Anco, 7 Millside Industrial Estate, Lawson Road, Dartford, Kent DA1 5BH Screenshots are representative of gameplay only and may vary from format to format. Player Manager 2 requires a joystick.

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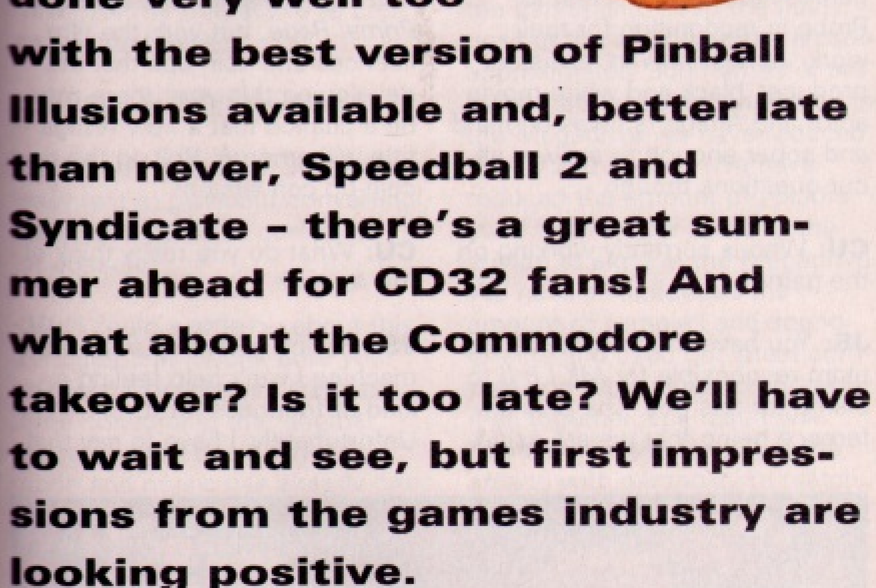
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ScreenScene



Great games section for you this month, if I may say so. The smart and unusual Pizza Tycoon heads up the reviews section - a game I never actually thought would be converted, but there you go eh? It's nice to be proved wrong sometimes. In fact business, strategy and RPG is well featured this issue with Ultimate Soccer Manager, High Seas Trader and Tower Of Souls as well. The CD32 has done very well too with the best version of Pinball Illusions available and, better late than never, Speedball 2 and Syndicate - there's a great summer ahead for CD32 fans! And what about the Commodore takeover? Is it too late? We'll have to wait and see, but first impressions from the games industry are looking positive.



TIPS

PREVIEWS

REVIEWS

CD32 REVIEWS



Primal Rage

■ **Due for release: Autumn 1995** ■ **Publisher: Time Warner Interactive © 01604 602800**

Don't get even, get mad. If big apes or dinosaurs have been threatening you recently you probably need to develop some Primal Rage which, funnily enough, is what Probe are endeavouring to do ...

Not satisfied with beating up American teenagers in red karate pyjamas? Had enough of mutants ripping and slashing each other apart? How about setting a couple of prehistoric animals against each other then? *Primal Rage*, Atari's most successful recent coin-op has been around for a nearly a year now and is due for conversion to almost every computer and console format in existence.

Apart from the use of primates and reptiles instead of humans or humanoids, *Primal Rage* has gained praise for they way these characters were actually generated. This was done using stop frame animation of real models, superimposed over a nifty scrolling background.

Luckily the techniques used were more advanced than Godzilla, and involved a crew of 30, which included Hollywood credited animation experts, working on creating the models and then painstakingly animating them. All of this has resulted in a coin-op that weighs in at over 32Mb.



And this is where Probe come in. As the company which converted *Mortal Kombat* and *Mortal Kombat 2*, Probe have become experts at compacting massive arcade hits into small disk packages and multi-button control into successful single button joystick control.

But how do they intend to make the game playable without 32Mb of ROM?

We tried to talk to producer Robert O'Farrell B.A.R.G. (the initials apparently refer to a degree from the University Of Life or something, but this was not made clear to us) to find out, but he was away from their Croydon offices collecting a Golden Joystick Award (the games industry's Oscars) for Probe in recognition for their work. James Stewart, assistant producer, black and white movie actor and Amiga fan was on hand and sober enough to answer all our questions though.

CU: Who is currently working on the game?

JS: You have the majority of the team responsible for *MK I & II* to blame for this one. The only difference being that we are using the graphic artist responsible for the (Sega Megadrive) Genesis version of Primal.

CU: Are Probe doing much on Amiga at the moment?

JS: The only Amiga games we seem to be doing are conversions from console based systems. At the moment there is nothing in the pipeline apart from *Primal Rage*, but with the film licences and coin-ops that are developing this year, there may be a chance that a new Amiga title will emerge. Roll on the next coin-op conversion!

CU: What do you really think of the Amiga?

JS: Having grown up with the machine I can't help feeling a kind of fondness for it. Unfortunately, I have to say that







new console technology has almost beaten the poor machine into the software graveyard.

CU: What do you think of the the Escom news and, if it's now been outdated what lies ahead for the Amiga?

JS: I don't know much about Escom's takeover, all I can say is that they are a large German company with loads of cash so it has to be good for Commodore and the Amiga in general. Unless a new machine is built to compete directly with the likes of Sony's PSX and Sega's Saturn, and built quickly, I feel the Amiga's days may be numbered.

CU: Why was Probe chosen by Time Warner Interactive to convert *Primal Rage*?

JS: Why not pick the best?

CU: Don't get shirty. Just how easy is it to go about converting an arcade game to computer or console?

JS: I could waffle on about this for ages, but I won't bore your readers. Conversions are less time consuming that original games as the basic artwork, code and music has already been done for you. All that is needed is a team to convert the original data into a format that is compatible with the system and reduce it to a manageable size. The ability to do this well is something that Probe has been renowned for over the years.

CU: Which formats are the hardest to convert for?

JS: Strangely enough you would have thought that the new systems would be the hardest to convert, however this is by no means true. The Genesis is proving the hardest because it is having to be written as a line by line arcade conversion, whereas all the others are using compilers or are being re-written using our own genius (for handheld versions). Fitting the game into a 24 megabit (about 3Mb) cartridge is proving to be a lot harder than we previously imagined but we are getting there. The Amiga version is being sourced directly from the Genesis, so arcade perfection is almost guaranteed.

CU: What will be the major differences, if any, between the Genesis and Amiga version and the arcade game?

JS: The hardest part [of losing around 28Mb (!!!) in converting the game] is to keep the fluidness of the arcade. In the arcade approximately 900 frames of animation are used per character. In the Megadrive we have reduced this to 250 frames. We have reduced the amount of colours used from 64 per sprite in the arcade to eight in the Megadrive. We have also reduced the amount of samples and sound effects and used out latest compression techniques to squeeze it all together. The result will hopefully be the fluidity of the arcade with gameplay to match.

CU: Will the Amiga version be as fast as the Genesis version it is ported from?

JS: It better do or I will want to know why!

CU: OK, that's all for now thanks. Next month I'll be back with more probing (geddit?) questions like, "how the hell are you going to get all the special moves to work with a single button joystick?" Hello? ... James, are you still there? ■

Alan Dykes

Super Street Fighter II

■ **DFR:June** ■ **Publisher:US Gold © 0121 625 3366**

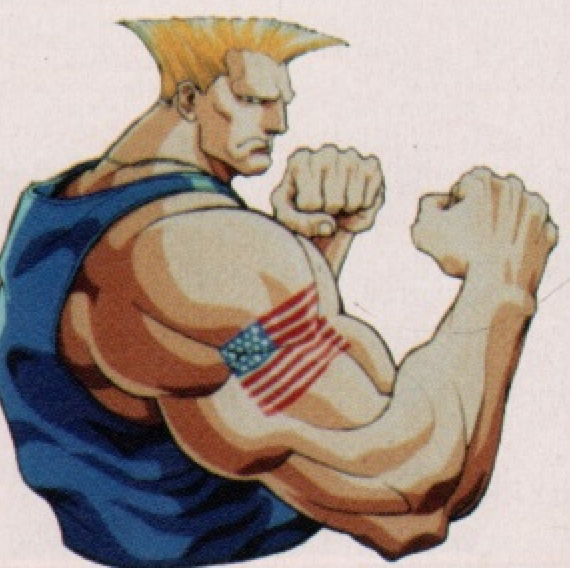
Masses of grown men are getting desperate for the Amiga release date of this most successful coin op of all time. It's nothing do with the fact that Cammy (Kylie's bid for movie stardom) might spend a lot of time showing off her bottom. No, they're getting ready to throw their social lives away and settle down to some serious fighting.

And who could blame them? Freestyle Software, headed up by Kevin Norburn (ex Gremlin Graphics and Core Design) have spent nine months on this conversion and seem pretty confident that it will be every bit as good as its console cousins.

Having previously worked on *Pitfall – The Mayan Adventure* and a series of *Mega Man* games, this Sheffield based company has devoted special attention to making sure that the speed will match the original. They say that a slight reduction in the size of the character graphics and a special storage system will enable, for example, the A1200 game (*SSFII* is due for release on all Amigas) to run at a similar speed to the SNES version. Allowances have also been made for one and two button joysticks to ensure easy access to all the moves.

There are some new faces too: Fei Long – Bruce Lee lookalike, T Hawk – butch Mexican character, DJ Maximum – a Jamaican heavyweight, and finally the Force's sweetheart – Cammy: the English rose who likes to play dirty. There is a new scoring system too where you earn extra credit for getting in there first with the blows, recovering quickly and multi combo hits. Sounds great so far, we just can't wait until we get to see it in its finalised form. ■

Lisa Collins



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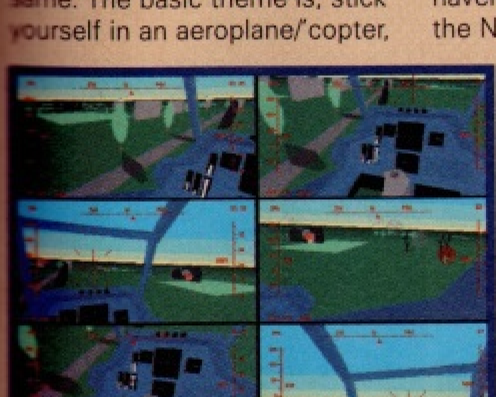
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Coala

■ **Due for release: TBA** ■ **Publisher: Empire © 0181 343 7337**

Flight sims – you either love 'em or hate 'em but there's one thing you can't escape, they're all ...er.. a bit the same. The basic theme is, stick yourself in an aeroplane/'copter, take to the skies and blast the hell out of anything that crosses your path. So the burning question is will *Coala* offer anything else that *TFX, Dawn Patrol* and the like haven't done already? Bitfusion, the Netherlands based company behind the game, say that *Coala* is more than just a flight sim, it's a "3D battle-field helicopter flight sim with a God element thrown in as well".



So what's the God bit about? You don't have to take part in the battles if you don't want to. You can set up a conflict, and sit back while the two opponents sort it out amongst themselves. However, you can join in if you want to.

The other buring question is why the name *Coala*? It's a bit odd to have a cute furry animal's name as a title for a war game isn't. It's a joke. No really, I'm not being sarcastic. Bitfusion thought it would be a bit of a giggle and to add to the mystery and to make the game sound a bit 'harder' they dropped the letter 'k'. You guys, you kill me.

Coala is Bitfusion's first venture into computer games. Previously, they concentrated on VR presentation software using their custom VR system 'Navigator', which has been used to create *Coala*. Bitfusion's Michiel Den Outer is hopeful that *Coala* will prove better than games such as *TFX* and boasts that, unlike *TFX*, *Coala* runs on non-AGA Amigas, disk swopping is minimal and there's a new fangled sighting system to make dogfights less fiddly and more playable. All this remains to be seen in the review copy, so until then check out the piccies. ■

Lisa Collins

Lost Eden



■ **Due for release: May '95** ■ **Publisher: Virgin Interactive Entertainment © 0181 960 2255**

As CD-ROM comes of age and developers learn how to take advantage of its speed and memory, the games produced just get better and better. The biggest criticism of beautifully rendered, all singing and dancing multimedia software has been that it's all show and no gameplay, and sooner or later these assets will have to be combined.

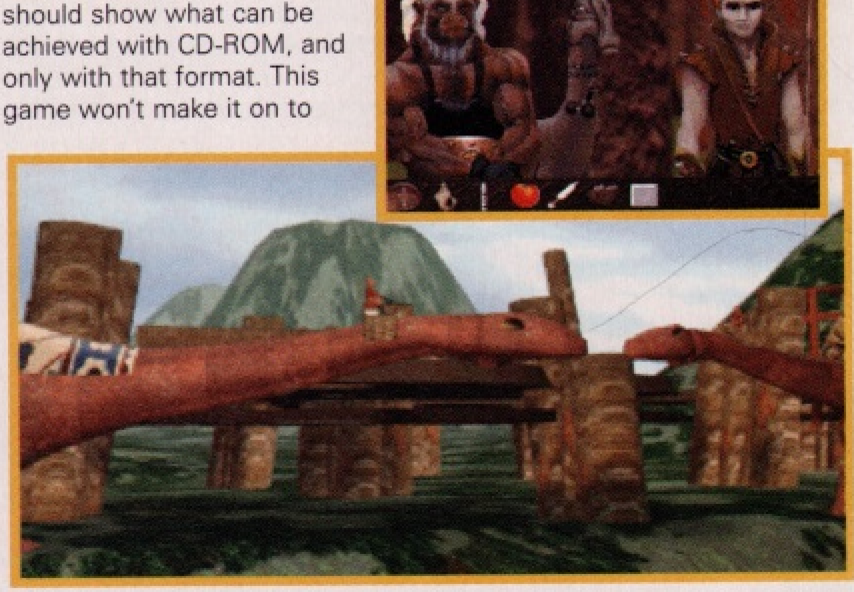
The only two games to really take advantage of the CD32 so far are *Simon The Sorcerer* and *Microcosm*, games that would have taken up more hard drive space than most Amiga owners have, with sampled speech and smooth, textured graphics. Well Cryo, the French team responsible for *Dune 2* are attempting to convert a PC developed game that will surely show the way forward for Amiga CD. OK, the graphics have been created in PC *3D studio* but the conversion process is going to stretch the CD32 (and the creative powers of the programmers) to the limit.

The basic story will sound familiar to anyone who has read the East Of Eden series of SciFi Fantasy books. It's all about an ancient race of humans who inhabit the same earth and have learned to get along together, until misguided humans start taking advantage of the dinosaurs, treating them as second class citizens and the like (hey, they're lizards after all). But an even bigger threat comes from the north: Tyranns, historically known as tyrannosaurus, equipped with powerful brains and nasty tempers are seeking to destroy both humankind and the other, more peaceful dinosaurs.

And so to the cliché: a young prince sets out to save the world from the tyranny of the tyrann helped by a couple of strapping young pterodactyls.

The graphics, animation and speech sync have to be seen to be believed and the storyline and puzzles look very involving. Most importantly though, this game, if properly ported, should show what can be achieved with CD-ROM, and only with that format. This game won't make it on to floppy disk on any machine, PC, Mac or whatever, and if this encourages more CD-ROM development for the Amiga and CD32 then we'll be much better off in the long term. Well done Virgin for persevering with the project.

Mark Davies



Sensible Golf

Due For Release: May 1995 Publisher: Virgin Interactive Entertainment ✆ 0181 960 2255

Imagine the war was over, ie you've completed *Cannon Fodder 1* and *2*, and good old Jools goes home to Spriteland for ever. Suffering from post traumatic stress disorder, he gets a healthy war pension, which, along with selling his war memoirs 'Life and death at the point of a mouse cursor', sets him up for a life of leisure and ... golf.

Sensible Golf is a game for up to four human players or a combination of humans and computer generated characters. There are four computer opponent difficulty levels; easy, medium, hard and wicked, with four variations on play, including matchplay and skins and there are 25 courses.

But that's where the similarity between it and other golf games ends. Forget about your clubhouse and your Seve Ballesteros, your Scottish Open, St. Andrews and Pebble Beach. Say hello to Jools and John (those well known international golfers) and Saffron Walden municipal golf course.

Another world renowned course from the south of England, Sutton, is regularly visited by CU Amiga Magazine's Deputy Ad Manager Chris Perera, but according to him "... this isn't Sutton".

Where every other golf game (or sim as they like to be called) prides itself on accurate reproduction of every dip and curve, course foible and sand trap, *Sensi Golf* prides itself on being a bit more original. Most of the courses consist of vast tracts of sand with islands of fairway and dastardly water traps breaking up the map. All of which contrives to make a humorous change from the standard, American slanted, PC derived game we're used to.



▲ The courses are not straightforward in this game rather they are made up of lots of booby traps.



▲ The sprites although still small are a bit bigger than their Cannon Fodder counterparts.

The Characters are slightly larger than their *Canon Fodder* brethren, but still small enough to be a Sensi trademark. However, they are scaled up considerably once you get on to a green, where accuracy is of paramount importance and directional arrows show you the gradient, bumps and troughs which are likely to effect your shot.

Control is by joystick only, and after the appropriate club has been selected a speedometer style power dial appears which allows curve balls etc.

Although it's non quite finished yet (it's been not quite finished for nearly six months now while *SWOS* and *Cannon Fodder 2* got preferential treatment), the basic structure of the game has been proven to work.

Due out in May there's still work to be done in terms of gameplay but if Sensi can get it right it should prove very popular indeed. ■

Alan Dykes

Colonization

Due For Release: June Publisher: Microprose ✆ 01454 326532

We're megalomaniacs, we're megalomaniacs ... we've got four star con–n–tracts.... oh dear wrong lyrics, right sentiments. Yes, you've guessed it Sid Meier's PC classic *Colonization* is a comin' to the Amiga. Propel yourself to a time somewhere between 1500-1800, somewhere in the Americas, grab yourself some settlers, whip and beat them into doing your bidding (or gently direct them, if you're a wimp) and you've got yourself a colony. That's the general gist of the idea behind the game – every powermonger's dream.



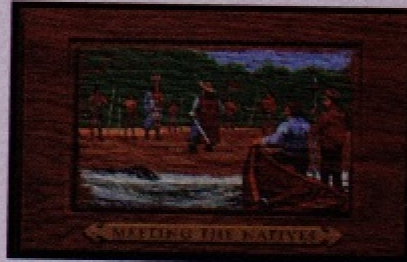
▲ Building a colony is not an easy job. There are houses to build, crops to plant, livestock to tend to, people to keep happy ...

Sid Meier after much success in the PC world and with classics such as *Railroad Tycoon* and *Civilization* under his belt has spent two two years perfecting *Colonization*. The control system will be similar to *Civilization*, where you move ships and colonies either over tiles of land or sea that are gradually revealed to the player.

However, MicroProse, are keen to point out that the similarity stops there and that *Colonization* is NOT a sequel to *Civilization*, instead borrowing some of the ideas of its famous predecessor. *Colonization* promises to be more exploration based.

You begin as a famous explorer who has to brave the elements and set off across uncharted land to build a colony.

There will be two setups in *Colonization*: one will have a geographically realistic game map and other will be randomly generated. You control either the British, French, Spanish, or Dutch in a bid to take over the New World and prevent the others from doing so.

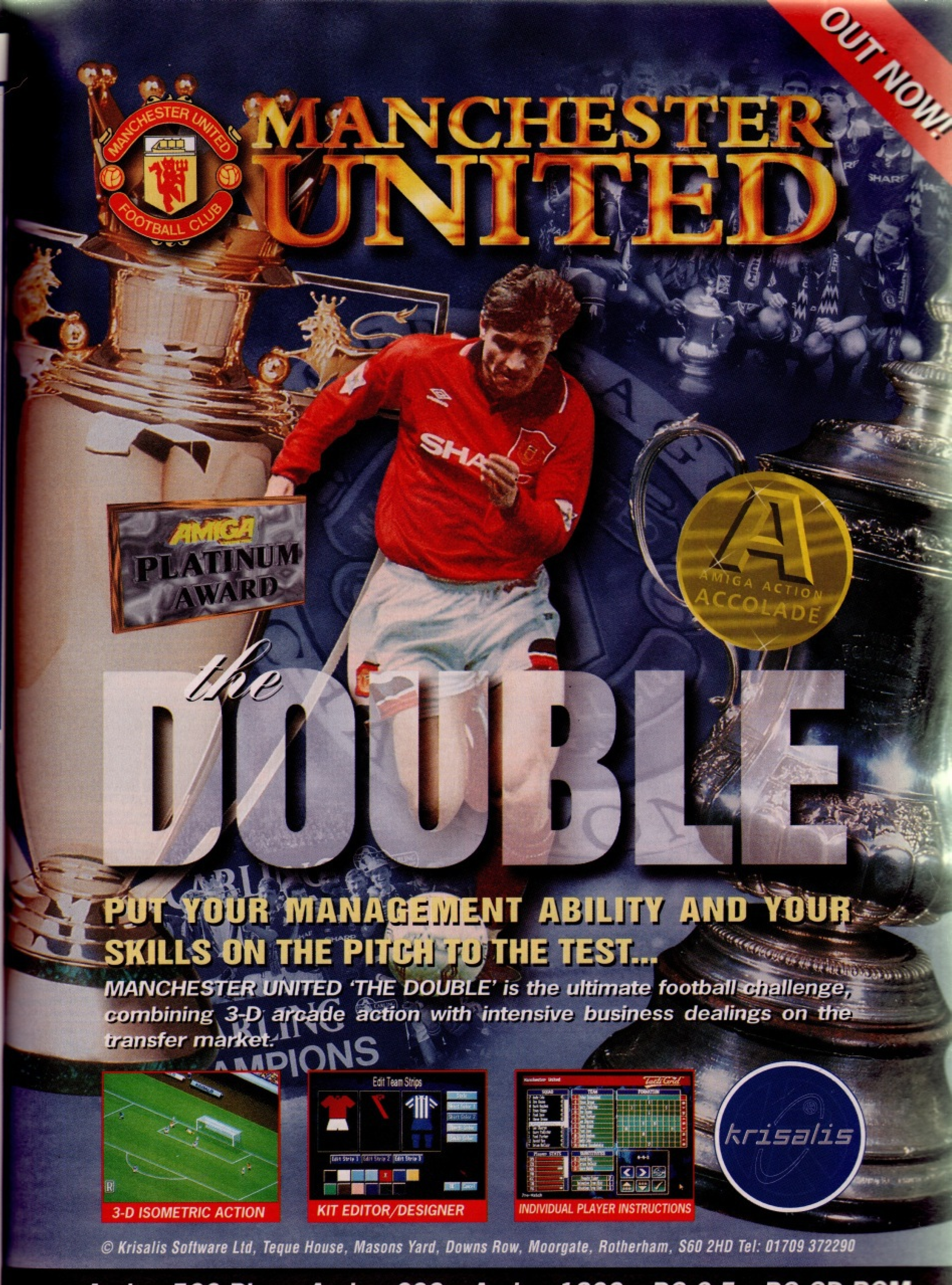


▲ Hi guys, anyone up for a bit of looting and pillaging. We've got the weather for it.

All the usual colony building shenanigans such as trading and feuding will be in there, with lots more besides.

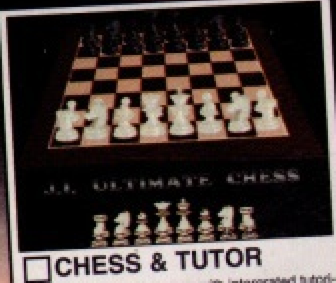
We should have a full review next issue. ■

Lisa Collins

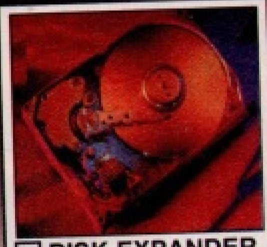


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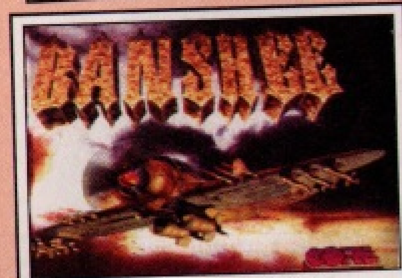
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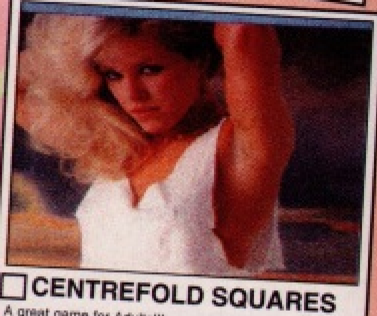


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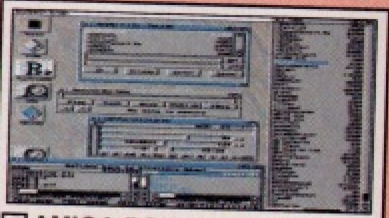


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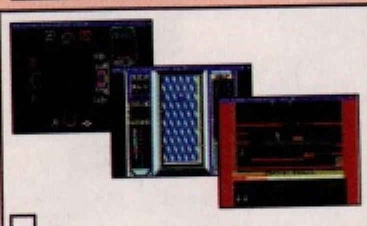
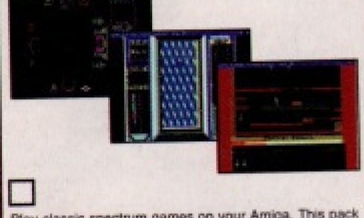


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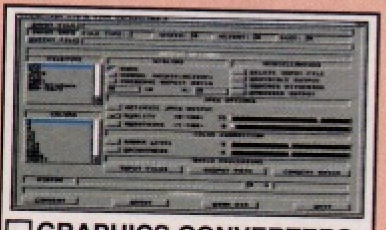
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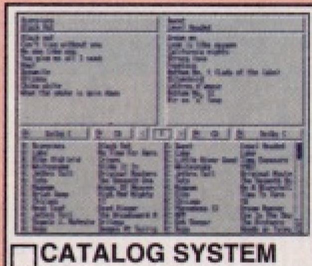
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Pizza Tycoon



■ **Price: £29.99** ■ **Publisher: Microprose** ✆ **01454 326 532**

Conquer the pizza world in Microprose's latest sim. But go easy on the anchovies OK?

Crikey, Microprose in humourous game shocker. That's right, those purveyors of fine quality but oh so serious sims have produced, well, another sim, but managed to inject plenty of *Theme Park* style humour this time round. *Pizza Tycoon* deals with with all aspects of pizza emporium management and starting off with an insignificant little number of shops on the quiet side of town, the not so simple aim is to create a fast food global empire to rival the likes of McDonalds and Burger King whilst running your competitors into the ground at the same time.

The game itself can be played in two ways. 'Free mode' doesn't have a specific aim and allows you to play as you wish for as long as you like in a similar style to Maxis' Sim games. 'Mission mode' presents a number of CVs to choose from, with the aim being to relive that particular life as closely as possible. Choosing a country in which to start your empire is the first objective and Berlin in Germany is recommended for beginners as the rents are comparatively cheap here. Any property available can be rented or brought outright, but with the limited funds on offer at the start of the game you're most likely to end up renting a property on the cheaper outskirts of town. Whether you chose Berlin or not, setting up the whole operation is an expensive business.

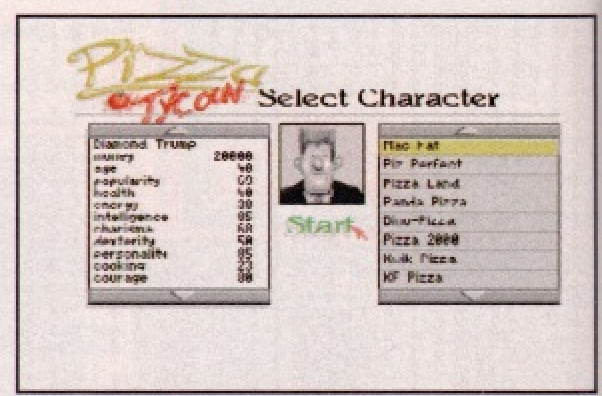
▲ Get your pizza parlour noticed by advertising in the papers, on billboards or the TV. TV will get the most punters in, but at a price.



▲ Chefs, waiters and managers all need to be hired to keep things running smoothly.



▲ Once you've decided on what stock you require, draw up a contract with the best and cheapest supplier and let the manager of your restaurant deal with boring reorders.



▲ Diamond Trump is one of the best characters to pick as he has plenty of cash and good attribute ratings.

First things first

First off the premises need to have flooring, furniture and most importantly one or more ovens with which to cook the pizzas. A range of customer pleasing extras such as *Space Invaders* machines are also available. Products come in a number of price ranges and it's important to get the mix between cost and quality right. This is because the site of each restaurant will be in a particular catchment area. For instance, the centre of town is more likely to be populated with business types so if based there you might want to design a sleek modern-looking restaurant whereas a cosy look to attract the middle aged would be more suitable in the suburbs.

Once the fittings are complete it's time to look at hiring some staff. Waiters or waitresses, managers and of course chefs all need to be hired to keep everything running smoothly. The more staff you have the quicker the pizzas will hit the customers' tables but of course the more expense you will incur.

There's a range of staff to choose from and depending on how they perform you can raise or lower their wages, send them on numerous and expensive training courses or simply sack them there and then.

Your own character can be chosen from a number on offer, some of which are blessed with more cash than others. While it might seem obvious to pick the character with most money it isn't necessarily so.



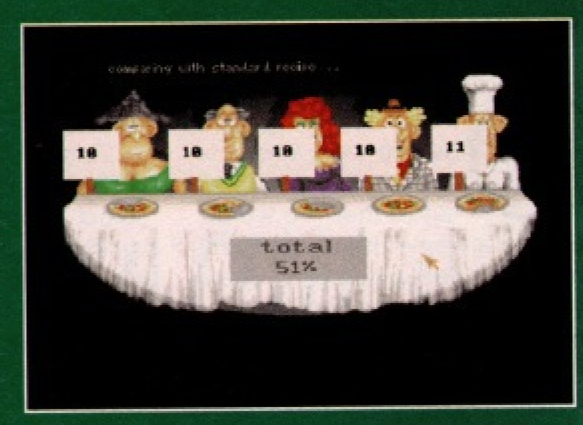
▲ Keep up with gossip in the newspaper. If a professor announces that a certain ingredient is dangerous then take it out of your pizza quick or suffer the consequences.

Thin crust or raw chicken leg?

Making pizzas from scratch is a key part of the game. A menu book provides recipes for creating standard pizzas, but it is possible to enhance these or even create new masterpieces from scratch. Then it's over to the public to decide whether it's a hit or miss.



Starting off with a sensible base of tomato, garlic and three cheeses I went slightly avant garde with the addition of a raw chicken leg.



Surprisingly it wasn't as unpopular as you'd think but it's still unlikely to top the best sellers list. Back to the drawing board methinks.

Characters also have a range of attributes and rich ones can prove unpopular for instance. This can cost more in the long term as companies will try and charge more for contracts because they know you have the capital to spend. The best bet is to try and choose a character with average attributes and finance or one who fits your playing style.

Publicity also plays an important factor in drawing the crowds to your restaurant, especially in the early days. Press, radio or television campaigns can be conducted to try and spread the good word about your pizzas to as many people as possible. Unfortunately by the time you get to this stage funds will probably be running low, so a quick trip to the bank will be in order.

Dodgy money

There's a number of different banks to choose from but unlike real life most of them are happy to chuck cash your way. The interest rates aren't too extortionate either so keep an eye on the size of loans otherwise the repayments will become impossibly large to manage and 'game over' will beckon. Should things become really desperate then it's possible to borrow money from the shady characters of the underworld either outright or from getting paid for carrying out illegal tasks. As you can imagine these guys are not to be messed with and if you risk dabbling with the underworld then it's likely that your competitors will too. Thankfully it's not all bad news and if you find yourself well and truly in the black then pay off loans outright or invest the money for a guaranteed steady income.

Other than staff and image, keeping an eye on market research and the newspapers is important for success. From time to time a respected professor might announce that a pizza ingredient is vital for dieting for instance and if one of your pizzas has that particular ingredient or you are quick enough to change your ingredients to make sure it has then you stand to make a killing. Equally there could be a health scare and if your pizzas contain the culprit ingredient it's advisable to get rid of it quick or watch the business plummet. Altering the pizza ingredients is a key part of the game.

A menu book is provided containing ingredients for the ideal Margherita pizza and the like but these can be changed to create an even better eat. Pizzas can also be created from scratch and it's possible to create the most disgusting recipes as well as new classics. New pizzas are tested on all walks of life from school kids to businessmen and they award an overall rating for taste and value. Get a good percentage and you're on to a winner.

▲ Top up cash reserves via a quick visit to the bank. It's also possible to pay of loans or invest any spare capital.

Mixing business and pleasure

Like *Theme Park, Pizza Tycoon* blends the statistic heavy business action with some comedic touches to great effect. The characters and situations in the game are at best strange and at worst downright weird. But unlike *On the Ball*, gameplay is never hampered by these events but rather enhanced.

Ignoring the horrendous loading times from floppy, my main criticism with the game is that you're limited to making pizzas. Surely even the most shabby of pizza parlours dabble with the likes of lasagne and deserts. Creating new ice cream flavours is something I'd definitely like to try! It would be nice to be able to get involved in the pizza home delivery service too. Judging by the amount of junk mail pizza adverts that get shovelled through my door on a daily basis, this is obviously a fiercely competitive side of the pizza market and would be well worthy of a data disk addition in the future. The fact that you can create your own CV or try out the preset missions gives the game plenty of lastability, as does conducting various shady deals with the underworld. And having restaurant managers takes out the tedium of keeping check on stock and the like. Overall, *Pizza Tycoon* is a vastly enjoyable game and assuming you have a hard or external drive is well worth the dough. ■

Rik Skews

PIZZA TYCOON £29.99

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workbench version	1.3+
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graphics	86%
sound	52%
lastability	90%
playability	85%

OVERALL Plenty of sim action to get your teeth into. **86%**

Ultimate Soccer Manager

■ Price: £34.99 ■ Publisher: Impressions © 0171 372 7435

Football management games. Train spotting more like. How can you get enjoyment out of poncing around with a team's structure and finance? Where's the thrill?

If football management games were solely about strategy and statistics then we would be on to a winner here. And no one is more experienced in strategy field than our old friend Impressions, hence the inclusion of a business game option in *Ultimate Soccer Manager*. This, along with match rigging, bungs and general shady dealing are its main gameplay-related unique selling points.

You can play the game as either a straightforward train 'em, buy 'em, pay 'em and position 'em simulation, keeping your players happy and developing their skills, or you can add in the additional headaches and mighty challenges of building a proper first division style business empire, with sponsorship etc.

This business game continues in the background whether you select the option or not, it just isn't handled with flair. This may not be a disadvantage at first. You will never make wads of cash with your assistant manager in charge, but you could lose some if you take over the reins before you really know what the game is all about.

Yeovil for the winners cup

Ultimate starts off with a choice of teams from the premiership, first, second, third and conference divisions. You can edit the stats of the players on the teams you pick, but this is cheating; this way you could take Yeovil Town or Woking, bottom of the conference tables, change their player stats to 99 in all areas and win, win, win. Ha! No need to spend any money buying in players when yours are better than the Premier division's! Selling them will eventually realise a fortune too. However, things are not all rosy if you take this option from the start. As your players perform well, their value increases and the lure of a top division club may get too much for them. Once their skill has been proved in the first season, you will have to regularly re-negotiate contracts and pay them much more than you really should have to. Even then they might get a bung or a better offer elsewhere, and you'll lose out at a transfer tribunal ruling or through retirement.



▲ Lets get some more players up front with a few quick substitutions. Superman looks like a likely lad.



▲ The newly promoted Yeovil town are about to take Brighton and Hove to the cleaners.

The difficulty level is selected by how much money you start off with. This can be anything from £250,000 to £5M, depending on how skilled you become. Although £250,000 sounds like a lot of money, when you scan the transfer market you won't find many decent players for much under this. Also, the minimum amount for upgrading the terraces is £250,000.

Following this is the option screen which, among other things, allows you to turn the management game and match rigging on or off. Next you'll see a disclaimer screen. You see, all this bunging and rigging might not please the real life managers and players referred to in *Ultimate Soccer Manager*, because most of them would never dream of engaging in this sort of thing. Oh no.

3D isometric viewpoint

The game consists of six main zones, each of which has its own separate sub-screens. The opening screen is a 3D isometric view of the grounds and the surrounding area. Using this you can click on any of the five other areas immediately available; the bank, the playing field, the training ground, the manager's office and the chairman's office.

As usual the manager's office is the centre of the action. It contains a filing cabinet, fax machine, telephone, a notice board and a desk, upon which you will find a newspaper after most matches.



▲ The chairman. You can wilt his plant, knock over his photo and fiddle with his light switch. Just make sure you fill the ground.

The filing cabinet has four drawers, the top one lets you see the status, stats and pay of your players. The second lets you see the state of the club in historical terms. The third is a record of how well you as a manager are doing and the fourth is a miscellaneous drawer with various statistics about the chairman's confidence, fan's confidence etc.

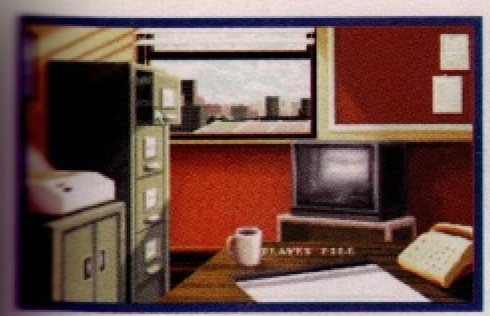
The fax machine is where you arrange friendlies, look at the transfer lists, buy and sell players and receive bills (or in some cases get nice things like tax rebates). The phone is for your more shady dealings; rigging matches, betting on the outcome and offering bungs.

In terms of transfers you will find it impossible to get a top division player to move to the lower echelons, even if you offer dodgy bungs. The only way they will move is if they are dissatisfied, but you run the risk of losing them again unless you pay them enough.

On the subject of bungs and match rigging, to try this you'll need wads of cash ... and luck, 'cos the old football authorities frown on this sort of thing. If you offer a bung more than four or five times without succeeding you could get investigated and fired. That's the end of the game by the way, so it's a good job there are ten save game slots.

Get your hotdogs here

From the main isometric screen you can click on any of the shops,



▲ The office. Clicking on the fax machine elicits a decent, ear splitting, annoying digital fax sample. Great for getting rid of unwanted guests.

pubs and restaurants you've built and adjust the prices that are being charged. With the business game on you will have to offer people more than just a good entertaining game, you need to keep their tummies full and give them good value for money in team souvenirs. This merits constant attention because people will pay much more for souvenirs and refreshments when a cup or European fixture is at your grounds than for a normal league game.

Building pubs, shops and new stands costs money and this can be obtained by getting sponsorship and advertising. Here the assistant manager will help out by filling up hoardings as soon as they become free. Unfortunately he's not very business orientated, so you're better off switching him off and choosing them yourself.

The players are rated from 1-99 in seven categories; keeping, tackling, passing, shooting, pace, fitness, and age with the best strikers naturally having the best shooting ability and the best defenders having the best tackling ability. Age not only effects fitness, it also determines the player's ability to improve and his likelihood of retirement.

Expensive trainers

You can hire trainers in most of the above areas, though you're only allowed five coaches so you may need to fire them as better ones become available. Coaches are attracted by high pay and successful teams.

The interface for selecting the team and formation is easy to understand and operate, with a tool bar which will take you to any area of the game by right-clicking the mouse.

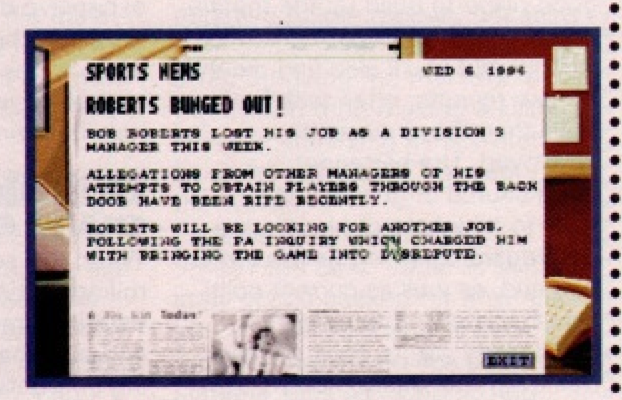
The game itself is viewed from above and the pitch takes up the left hand half of the screen The right-hand side has a pause button, an instant replay button, a speed button and a 'subs' button. Before you start play there is the option of getting an instant result, but if you decide to watch the match right through,the speed button will allow you to move faster by a factor of up to eight.

By clicking on the pause button and then on a player you get to have limited control over their actions by ordering them to play up, back, right, left and in the case of defenders, man-to-man. By pressing the 'subs' button you will have the opportunity to either substitute a player or change formation and style of play.

Conclusion

Ultimate Soccer Manager does not quite live up to its name. *Ultimate Soccer Strategist* might have been a better choice. Ascon's *On The Ball* series remains top of the management pile, largely because of its genuine footy atmosphere, whereas *Ultimate* is a worthy strategy and statistics game that really just happens to be about football. To get the most from it you really do have to play the full business game and it takes a while to get into the swing of things. The player interface is good, the graphics are good and it's addictive. It's just not brilliant. More for strategy fans than pure football ones. ■

Alan Dykes



▲ Er, the end of the game. Oh the shame! Newspaper reports are interesting but get a bit repetitive (except this one).

ULTIMATE SOC. MANAGER

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

workbench version	1.3+
number of disks	4
RAM	1Mb
hard disk installable	yes

graphics	80%
sound	70%
lastability	83%
playability	81%

OVERALL
A top strategy game, pity about the football.
81%

High Seas Trader

■ Price: £34.99 ■ Publisher: Impressions ✆ 0171 351 2133

Swashbuckling action ahoy as Impressions take to the seas with their latest strategy sim.



▲ Push your crew too far and it's time to take a long walk off a short plank.

Think of *Elite*, or indeed *Frontier*, but change the spacecraft to an old wooden boat and all that space to oceans' worth of salty sea water and you've got *High Seas Trader*. It's a trading sim, set in the 17th century (1651 to be precise), but unusually features a plot in addition to the trading gameplay.

The plot centres around the player's father who was ruthlessly treated by a vicious earl and ended up dying penniless and miserable. Therefore part of the aim in *High Seas Trader* is to regain your father's lost honour and through the accumulation of wealth and stature return yourself to your rightful position in society as a viscount.

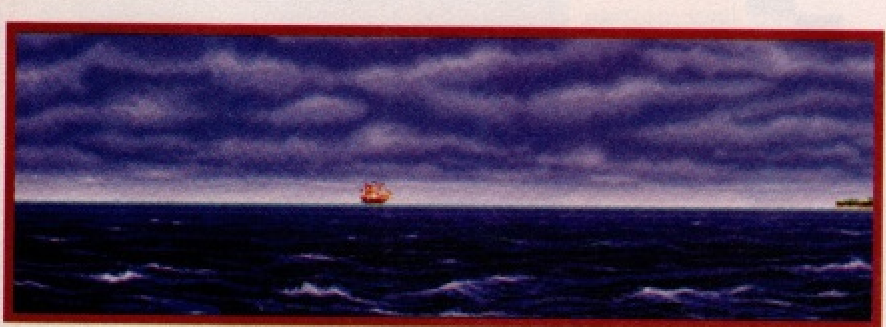
Accumulating wealth is a difficult process when the game begins. Starting off at your home port, you begin with a small amount of gold coins but these quickly disappear as soldiers, sailors and apprentices need to be hired to man the different sections of your ship. Apprentices are cheap but their skill level isn't high, while soldiers are skilled professionals who demand high wages. Not paying wages will severely dampen the crew's morale. The crew also require provisions to keep them alive while travelling from port to port and this depletes your cash reserves further. As does the need to purchase weapons, both handheld and cannon shot, in order to warn off the pirate menace.


▲ In the charthouse you can pick up maps for newly discovered areas just waiting to be traded with. This is also where you'll find a helmsman for hire to take care of all the difficult seabound manoeuvres.

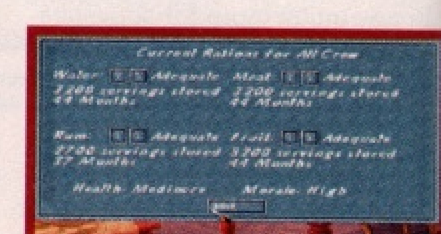
Thick sailors

Complex sea battles, either against a foreign enemy or pirates are possible, but not that common. It's best to avoid battle until you have a crew large enough to man the cannons properly and form a boarding crew if necessary. It also helps if you pack more of a threat by having a larger boat complete with more cannons. Sadly upgrading your boat remains a dream for the first few 'years' of game time.

The ports around the world vary in size from outpost to city, with smaller ports generally not having as much to offer in the way of charts, supplies and labour compared to the larger settlements. However all ports feature a tavern, charthouse, bank and dock and it's in these buildings where you'll spend most of your time when not at sea. Unsurprisingly the tavern is a good place to build up the morale of your crew by filling them with alcohol, but you'll also find plenty of new recruits, often with better skills than those currently employed. The bartender is a good source of gossip and it's wise to take note of his information regarding which goods are in demand, as well as current political allegiances. Enemy ports won't allow you to dock so you don't want to waste months travelling somewhere only to find they won't let you in. Beware though, because the bartender's information may not always be up to date.


▲ Stormy weather – since my cargo and I ain't together. Life can be cruel sometimes. In HST you can spend a long time getting your cargo to a destination only to find that another supplier has got there before you.

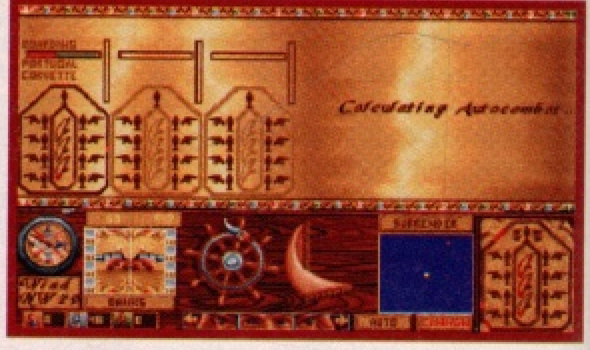
Some taverns also harbour people seeking passage. Charity cases are common and helping these people will boost your honour rating. Many of those seeking passage are spies, escaped prisoners or smugglers and while they might pay well up front, there's a considerable risk in having them aboard after leaving the security of a port. Once you've begun to accumulate some wealth, various dealers will appear in the tavern peddling paintings and jewels amongst other treasures. These items are expensive but are essential to progress through the higher ranks of the merchant's guild, as well as increasing your nobility rating.



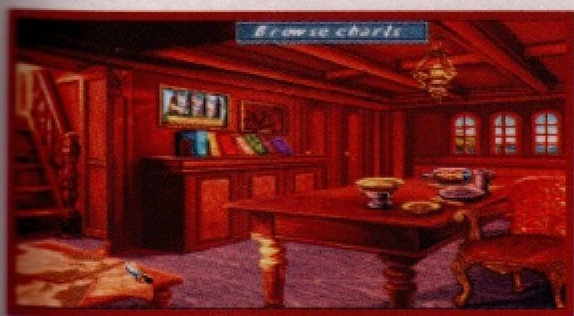
▲ Believe it or not sailors require more than just rum for a long journey so make sure you stock up with plenty of provisions or you'll have a mutiny on your hands.

Building your own estate

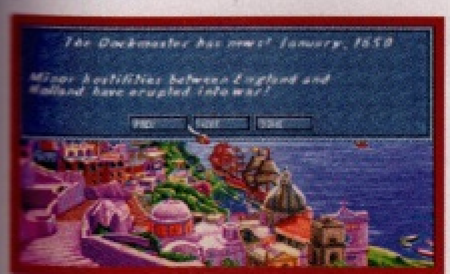
When the serious money starts rolling in it's time to buy an estate. Three sizes are available and each has space for increasing amounts of treasure. Estates are another good way of advancing your status in society. Buying a larger vessel or indeed changing it to a warship also becomes



▲ It's best to wait until you enough men to man the cannons and form a boarding crew before you enter into battle.



▲ Most of the main game options are accessed from the cabin while you're out at sea.



▲ Pick up the local gossip from the bartender. It's not always up to date though so don't believe everything he says.

possible at this stage of the game. Once you have this much money it's a good idea to pay a visit to a bank and invest some of your wealth in a bank account. As journeys can take take months a tidy sum will have accrued by the time you return. And should your boat be sunk while out at sea you won't have lost everything and will hopefully have enough cash invested to start over again.

Before commencing a journey visit the charthouse to purchase trade maps, as well as to hire a helmsman to take charge of the more difficult aspects of sailing. The market also needs to be visited in order to stock up on goods to trade. This is where the main skill in playing *High Seas Trader* comes in. The trick is to buy the goods cheap and sell them for a vast profit.

Sadly it's not that easy and the ports where you can sell goods for just such a profit tend to be a long way from where you are situated. In turn this requires more food and drink as well as replacement parts as your ship invariably suffers wear and tear on long journeys. All this will severely eat profit so it's a question of balancing profit with distance.

Keeping an eye out for surges in demand is a sure fire way of making a quick buck but the problem here is getting anywhere fast enough to capitalise on it. This is the 17th century remember and unfortunately ships aren't exactly the quickest method of transport ever devised. Quite often you reach a destination with a full cargo only to find that the demand has just been satisfied by another trader and consequently the profit margin will be down. As a rule arms and opium are the most profitable goods but if a port comes under siege or a country is at war, then basic essentials like grain can increase in value tremendously. *High Seas Trader* makes you realise the scale of man's achievements. Having to brave the fierce journey round Cape Horn, where the crew continually come perilously close to mutiny makes you realise how fortunate ships are today to be able to use the Suez Canal for instance.

Conclusion

High Seas Trader is a fine strategy game that relies on its engrossing content and theme rather than audiovisual thrills. And a good job too because the graphics and the sound in particular are very average and purely functional. The game takes a long while to get into though and I imagine this will put a lot of people off, as will the occasionally unresponsive controls. Watching the boat travel from port to port on the course setting screen also gets boring, particularly on journeys with a lot of waypoints but maybe this is supposed to give an idea of how large the world is. It would have been better if travel between ports was instantaneous.

I don't want to dwell on the negative points though, because *High Seas Trader* has plenty to offer. Studying the markets for trends and then making a killing is vastly satisfying as is watching an enemy boat sink beneath the waves.

Although slow moving at times *High Seas Trader* is surprisingly action packed for a simulation and will probably appeal most to those who like busy simulations such as *Dune 2*. And that's no bad thing. ■

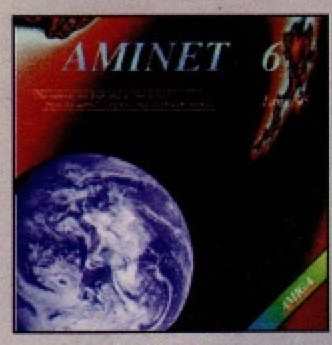
Rik Skews

HIGH SEAS TRADER £34.99

workbench version	3.0+
number of disks	4
RAM	2Mb+
hard disk installable	yes
graphics	72%
sound	40%
lastability	82%
playability	80%

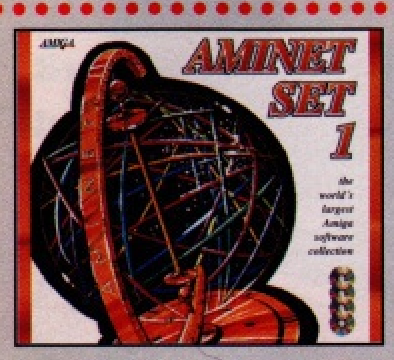
A500 A500+ A600 A1200 A1500 A2000 A3000 A4000

OVERALL: Rewarding trading sim but lacks variety. **80%**



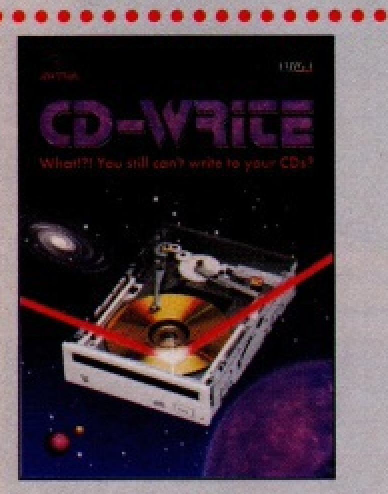
Aminet 6

Aminet CD 6, dated June 1995, consists of approximately 1,1 gigabytes of software in 3600 archives. Since the release of Aminet CD 5 more than 540 MB new software has appeared. The current edition has a special focus on demos, more than 1800 demos from Aminet were included. User friendly access software make the Aminet CD 6 a pleasure to use. £14.95



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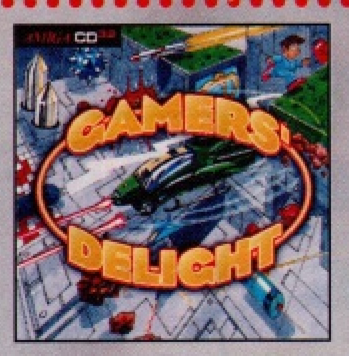
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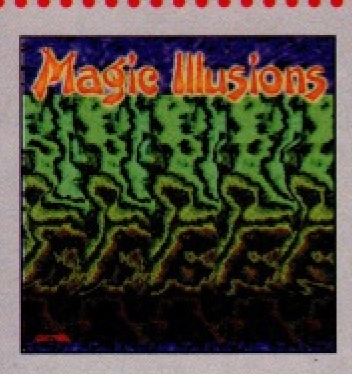
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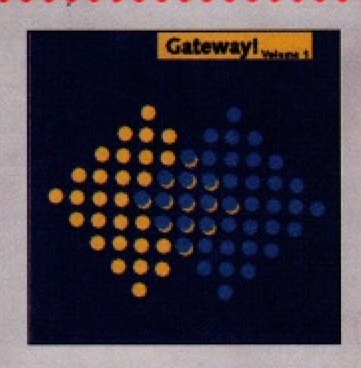
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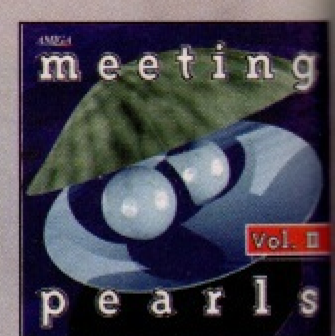
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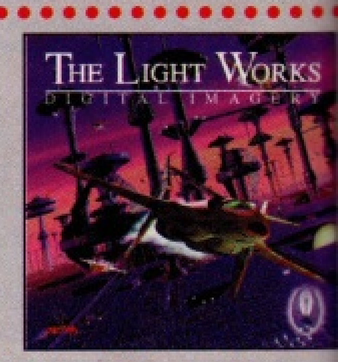
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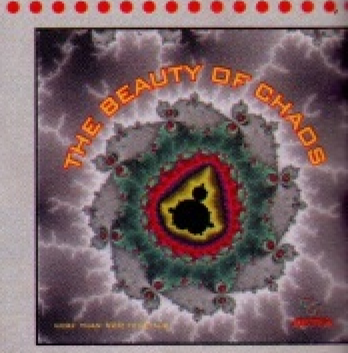
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Tower of Souls

■ Price: £29.99 ■ Publisher: Black Legend ✆ 01438 840004

Shiny swords, a dash of sorcery and a thoroughly nasty dragon. Hmm, wonder what type of game this is eh?


▲ Opening a door usually requires a nearby key or switch to be discovered. You can try picking it if you can't get it open however.

In the land of Chaybore things had been sweeter than the smell of fresh flowers dancing happily in the spring breeze. I say had, because the crystals which protected the people of Chaybore have been taken by Baalhathrok – an evil demon.

Using the crystals as a focus for his power, Baalhathrok opened a portal to his own dimension and built a fortress. The citizens of Chaybore began to struggle for survival as the fortress' pumps sucked the goodness from the land. Things weren't looking good then and the people of Chaybore could see no hope for the future. They hadn't counted on Treeac however. Found by a hill farmer one night, the baby Treeac was the future saviour of Chaybore, as foreseen by Maylor, the prophet.

Enough, enough! The plot is the standard RPG fare then and you can probably guess the rest of the story, even if you don't torture yourself by reading through page after page of the seemingly never ending intro. So as Treeac it's down to you to both destroy the life sucking pumps in Baalhathrok's fortress (with the magic sword given to Treeac by the hill farmer), as well as finding and returning the missing crystals of Chaybore. Treeac can be played as either a out and out wizard or warrior, or more commonly a mixture of the two. Mixing the skills is a simple matter of moving sliding bars one way or t'other, as in Gremlin Interactive's *Legacy of Sorasil* for instance. Seven levels and a total of 125 map areas must be traversed, but the viewpoint is isometric rather than first person as in the majority of RPGs. This gives the game a similar look and feel to the *Heimdall* series, but although good the graphics aren't in the same league as Core Design's classics.


▲ Moving the sliding bar highlighted by the arrow changes Treeac from being more warrior to wizard like.


▲ Use the alchemy screen to mix ingredients discovered on the quest and create new spells.

The seven crystals must be collected in order and once this is done Treeac can enter Baalhathrok's lair and finish off the demon once and for all. As well as the magic sword there are 32 different spells available, each of which has five strengths and these can be cast at one of three levels. At the lowest level a spell can only be cast within an area in reach while at the highest level everything that covers even a distant area will be hit. An alchemy screen allows herbs, fungi and the like collected during Treeac's travels to be mixed together to help create the full range of spells available.

Choose your weapons

Combat weapons can be found, some of which are much stronger than others, and with all the usual cronies which inhabit these mystical lands, thankfully armour can be found lying around too. Find and search some of the many hidden rooms if you want to discover the best equipment on offer in the game. Other than the numerous enemies, puzzles and locked doors do their best to slow you down. Some puzzles are very brain draining, but a rather nifty lockpicking feature makes battling your way past any lock gratifying.


▲ Ooze spills out in the lower areas. Slow down its spread by turning off the fountains on higher levels.

At the end of the day

As RPGs go *Tower of Souls* is easy to get to grips with. The control system deserves special praise. No longer do you have to click on a grid or direction icon to move. Strolling around the play area is simply a case of moving the mouse to wherever you want Treeac to move to. Place the cursor over Treeac and he'll stop. Combat is initiated by moving the cursor over the character you wish to fight and clicking on the left mouse button. Other controls are handled by clicking on the right mouse button and moving the hand cursor to the icons displayed across the bottom of the screen.

Sadly the gameplay is not so praiseworthy, but this is more of a reflection on a tired genre rather than the game itself. Even so fighting is a rather hack and slash affair, with not enough of the strategy or turn based action found in the majority of RPGs, while the puzzles are the bland 'the route's blocked so find the hidden doorway' variety. The isometric display can also prove confusing at times. Despite some novel ideas like the control system and the alchemy screens *Tower of Souls* feels lacklustre. If you're a *D&D* fiend then you'll probably get a few week's fun out of this but if not take Celine Dion's advice and 'think twice' before purchasing. Ho ho. ■

Rik Skews

TOWER OF SOULS £29.99

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

- workbench version.........3.0+
- number of disks 5
- RAM...............................2MB+
- hard disk installable......yes

graphics	84%
sound	72%
lastability	72%
playability	73%

OVERALL
Competent but unenthralling RPG. **72%**



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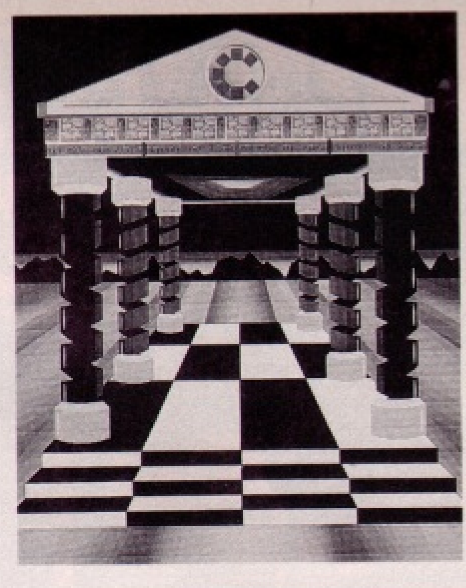
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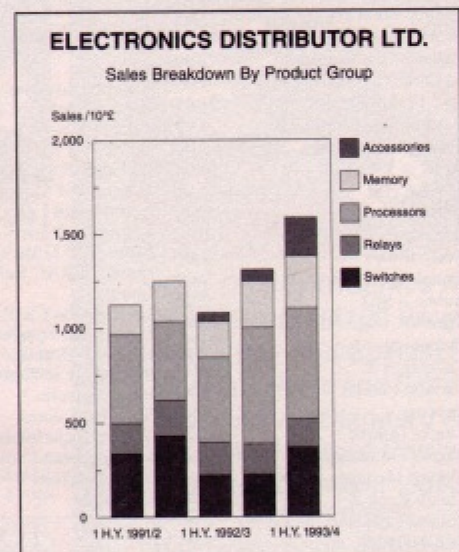
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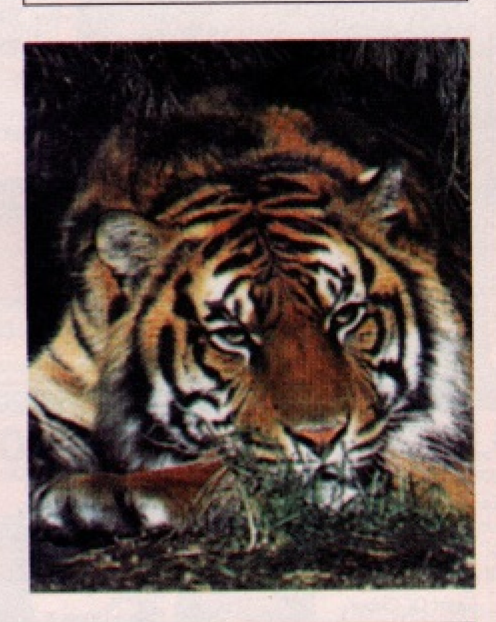
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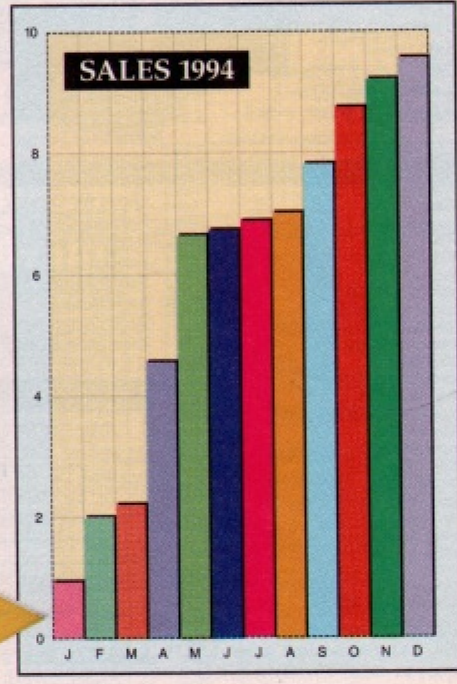




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Soccer Superstars

▲ Nice flag waving effect pity about the game.

■ **Price: £29.99** ■ **Publisher: Flair © 01661 860 260**

Flair software grace us with yet another footy game that attempts the Herculean task of matching the standards set by *Sensi Soccer*. Can *Soccer Superstars* even make a mark on *Sensi*'s seemingly impenetrable shell?

The quick answer is no. The long answer is that this game is so mind numbingly bad that it should be sent to fester in the bottomless pits of hell for all eternity.

Soccer Superstars is an arcade football game that takes the 'grandstand view' perspective. It starts all off rather poorly with a C64 style Martin Galway rip off tune, which becomes more unpleasant to the eardrums than the Eurovision Song Contest played over the top of Phil Collins' "Another day in Paradise".

Before you even pick your team, you have to choose what formation you want to play in. You stick with the same formation throughout the entire season as the select option is only available on the main menu. Playing an entire season with the same players and formation is pretty sad. There is supposed to be a mythical management menu but I for one couldn't find it.

The game itself is, in my opinion, the worst footy sim ever on the Amiga. For example, games like *Manchester United – The Double* are fun because of their neatly sized sprites and overall playability. This game has huge sprites and has almost no gameplay options at all.

Also, the players look, run and play about as well as Mr Bean. They're sluggish, unresponsive and act as if they've never seen a football in their lives. Most football games have some degree of intelligent passing, but all you can do here is kick the ball in a straight line.

When chasing the player with the ball, it would be logical for the computer to select the player nearest to the action, instead control seems to switch between members of the team almost at random. As you can imagine, stringing together a fluid set of moves is near impossible. With so many other decent footy games to choose from, I can't recommend this to anyone. ■ **SLW**



▲ The ecstatic team leap for joy telepathically.

CD32 A500 A500+ A600 **A1200** A1500 A2000 A3000 A4000

22%

Exile A1200

■ **Price: £29.99** ■ **Publisher: Audiogenic © 0181 424 2244**

Originally released some five years ago, *Exile* is now regarded as something of a classic. I really dread going back to these forgotten gems, as more often than not they end up looking severely dated and offer nothing but disappointment.

Thankfully *Exile A1200* has been dressed in a shiny new AGA coat so it doesn't disappoint in the presentation stakes.



▲ Shiny new graphics await in Exile A1200 but the classic gameplay remains the same.

More importantly the gameplay still stands up, despite remaining largely unchanged. It's an adventure game which casts yourself as the jetpack clad adventuring hero flying around one level. That's right, just the one, but don't worry because this level covers an area the Roman Empire would have been proud of. It's made more manageable by a handy teleport system which allows you to revisit places already explored, and the ability to save to RAM or disk whenever desired. Which is handy if you're about to go into a tricky spot.

The plot is the usual nonsense about rescuing a group of soldiers captured by yet another crazed space psychopath. This translates into gameplay which combines arcade style blasting with *Dizzy* style 'pick one object up, drop it off elsewhere' puzzles that were so common in late 80s arcade puzzlers.

To succeed you're going to need to get the hang of that jetpack. Thankfully it has an unlimited fuel supply, but is very responsive and no doubt you'll spend the first few games trying not to smack your head into a wall. Actually that's a lie because doing just that is great fun! Rather unusually for this style of game it's nigh on impossible to die thanks to a life line which quickly regenerates and because there's no time limit in which to complete the game.

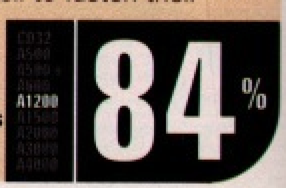
Those of you who prefer nail biting blasting action might be a little disappointed as it's easy to find a quiet spot and let your health regenerate.

Playing *Exile* is a breath of


▲ Most puzzles are solved by finding and using an object from elsewhere in the level.

fresh air. This is a game that relies on logical puzzles and atmosphere rather than the hyped up mega tension of modern arcade games, or the obscurity of recent puzzlers.

I can't see it appealing to newer gamers, but crumblies like myself who long for the old style of game would do well to fasten their seatbelts and take a ride. ■ **Rik Skews**





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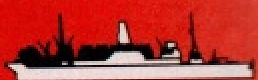
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LAND



AIR



SEA

Whizz

■ **Price: £25.99** ■ **Publisher: Flair ✆ 01661 860 260**



▲ Aha– the key. The mighty problem is solved (see bottom left), now to work out how to get to over to it.

Tense, nervous headache? Yes. You must have just finished playing *Whizz* – Flair's latest isometric view platformer.

Let me explain. At first glance *Whizz* has all the makings of a great platform game. The graphics are excellent, the levels are all very dreamlike and look like they could have stepped off the pages of a Lewis Caroll novel. Indeed Whizz himself could justifiably take part in an ID parade for the rabbit in Alice in Wonderland.

However, after quite a few frustrating bouts of trying beat the clock, wrestle with the controls and having to start from the beginning of the game every time you slip up, you begin to wish you'd never set eyes on the damn thing.

It's a shame really. Whizz, a cute lovable bunny wabbit, has the evil Ratty hot on his tail. So he's off running scared through the levels trying to escape the evil rodent. Getting from one end of a level to another before you run out of time or energy can be a tricky business. There are puzzles to solve, creatures to avoid, rockets to set off (four for an extra life), flags, gems and various pickups to collect.



▲ A chest that won't open, perhaps I need a key? (See top right).



▲ Tread carefully over the barrels to get to the gate before it shuts.

However, once you've learned the quickest route through each level it's just a matter of remembering it and playing it through. But there is no password system, so no matter how far you get through the game you have to plough through it all again. This can be very annoying. The awkward control system adds even more to the general feeling of frustration leaving you without the energy or the will to play the game through.

This is unfortunate as *Whizz* could have been a decent game. The graphics are great and the sound is OK. But the annoying control system and the need to return back to the start every time has prevented it from getting a much higher mark. ■

Lisa Collins

55 %

UFO: enemy unknown

All Amigas with 1Mb

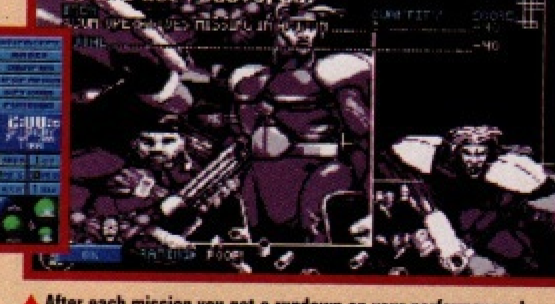
■ **Price: £29.99** ■ **Publisher: Microprose ✆ 01454 326 532**

What? Hasn't *UFO* been kicking around for quite a while now? Yes it has but before now only A1200 and A4000 owners had the privilege of enjoying this high-scoring, isometric view action/strategy game. Now Amiga owners everywhere can head up a team of brave warriors, the XCom, whose mission is to wipe out all the evil nasty alien scum trying to take over the planet.

Starting off with one base, some weaponry and an eight-man crew you eventually build up a global network of bases, where you can hire more men, research and develop bigger and better weaponry and generally get yourself well prepared for a bit of one-on-one combat with the green slimey ones (we all know aliens are green, don't we?).



▲ Pick a spot, any spot where you want to set up your bases.



▲ After each mission you get a rundown on your performance. I didn't do very well here.



▲ Ready... aim... fire at the alien who is cunningly disguised as a target arrow.

Combat takes two forms: air combat and ground battle. Air combat is the initial form of contact with the enemy. Once you've successfully managed to make the *UFO* crash over land, not water, you can then send your team in to investigate the wreckage. Checking out the debris leads into ground combat, which is a chess like scenario where you move your men strategically and then wait while your opponent does likewise.

The turn taking system can be irritating because the enemy takes longer to make each move as the game goes on. This was one of the criticisms levelled at the earlier game and this isn't any different. Also, in this version the graphics are a bit blocky in places and the amount of disk swopping and waiting time can get a bit tedious.

Those niggles aside, *UFO* is still a great game, so if you fancied the original version, but didn't have an AGA Amiga, now's your chance.

If you've never played *UFO* but would like an action/strategy game, like *Laser Squad* or *Sabre Team*, that will keep you engrossed for hours on end, then *UFO* is well worth a look.

Lisa Collins

85 %

Syndicate

■ Price: £34.99 ■ Publisher: Mindscape ✆0144 246333

It's about time too. *Syndicate* has been available on standard Amigas for nearly two years now; so long that we had actually forgotten that there was no CD32 version. However, Bullfrog's omission came as a welcome break from routine here in the office, because sometimes, when a game is re-released, it creates more interest than some of the new games we have in. And so we had to lock it away, just in case it went missing before it could be reviewed.

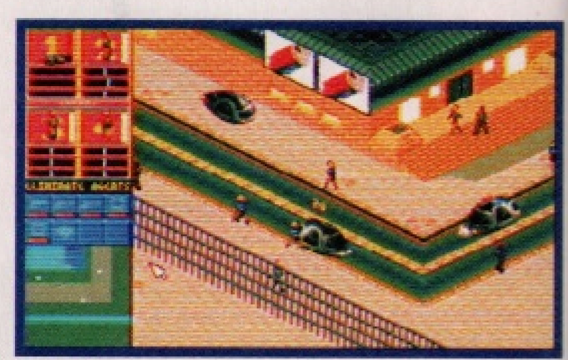
For CD32 owners who haven't seen this classic on other machines, let me give you a brief run through of what it's all about. Basically you are in charge of a group of assassins who operate on behalf of a 'company' or syndicate, a post apocalyptic semi-criminal business giant that seeks to run the world



▲ The intro screens to syndicate are well animated and create atmosphere.

with the aid of advertising and coercion. There are up to four members in your team of cyborgs, and you can equip them with a variety of weapons, a scanner and numerous other miscellaneous items like ID cards. The missions are all about either assassination or kidnapping, or both, and it doesn't really matter who gets in your way, as long as you achieve corporate objectives.

You enter each mission via a world map which shows the domination of your corporation, a mission briefing screen and an equipping screen. The equipping screen allows you to buy weapons and other devices, research new technology and modify your cyborgs with faster and stronger limbs, armour plated chest-pieces etc. The mission screen itself is divided in two. On the right-hand side is the playing screen which takes up about 70% of the total area. In it you see an isometric section of the city or village you are in and your agents, who are trench-coated and very suspicious looking. To the right there is a scanner map, four boxes, each containing the stats on your troops and a weapon/icon bar where you choose what to use and fire.

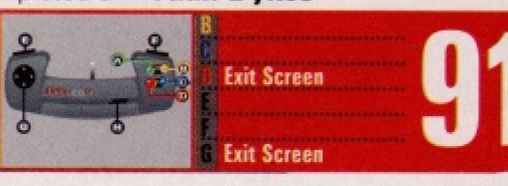


▲ Your controller will give you a car which you are politely asked to get back in one piece. If it's destroyed you can always nick another!

The interface is point and click, and Bullfrog have intelligently included a mouse routine for port two. You'll still need your joypad plugged in to port one though, to evacuate once you've completed a mission. Thing is though, if you don't have a mouse and don't want one you'll never get the most out of *Syndicate* – it's pretty difficult to play and enjoy just with the joypad.

Although the graphics are a tad grainy and glitchy through either TV or monitor (you really need an RGB output to make them acceptable), it's still clear what's going on once you've figured out what everyone looks like. Despite this, it's still one of my fave games, combining strategy with shoot 'em up action. Great. ■

Alan Dykes



91%

CD32 Gamer Gold

■ Price: £29.99 ■ Publisher: Grandslam ✆0181 680 7044

Nick Faldo Championship Golf Bump N Burn and Jetstrike

Ah yes, Spring is here, Commodore has been saved and all's right with the world. Hold on a second, you're not smiling. Bit of a pessimist are you? Too frightened to rush out and buy any software in case it's all been a dream. Well, here's an idea, ease yourself gently back into the swing of buying software and have a look at this compilation from Grandslam. You couldn't get a more diverse choice of software: it's got a racing game (*Bump N Burn*), a golf game (*Nick Faldo Championship Golf*) and an aircraft simulator (*Jetstrike*).

Three games for less than a tenner each can't be all bad. Let's take a closer look. *Nick Faldo*, although not as good as PGA, is a reasonably OK golf game which despite slowish loading times is quite well designed with the novice golfer in mind. The CD32 version scored 83%, CU May '94.

Bump N Burn is a competent racing game which received a good score, 85%, in Jan 95. Although not really offering anything new it does have enough levels and tracks to keep you busy for a few hours and the chance to upgrade your car at the local shop.

Finally, *Jetstrike* is the lowest scoring of the bunch having only received 59% in October '94. It's a slightly older game and is a side on view scrolling flight sim. The graphics are not really up to much and the rotational control method can be a bit hard to get to grips with.

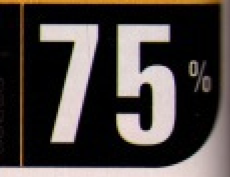
So what you have are two reasonably good games and one that's not so good crammed onto one disk. So do you keep your money and buy one really good game that will last or do you go for a mixed bag of reasonable games at a low cost? The choice is yours. ■

Lisa Collins



▲ Try your hand at the rotational control method in this side-on scrolling shoot em up – Jetstrike.

▲ You never know when you're going to get carried away in Grandslam's racing game Bump N Burn.



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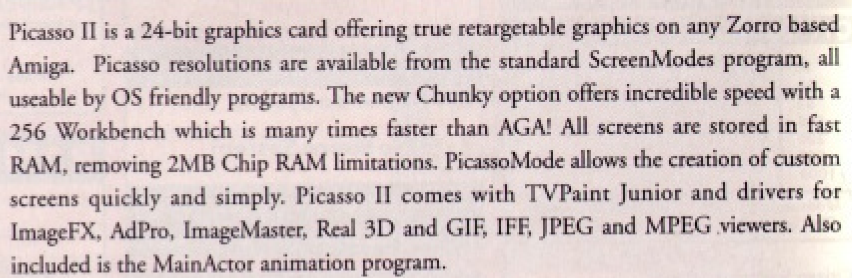


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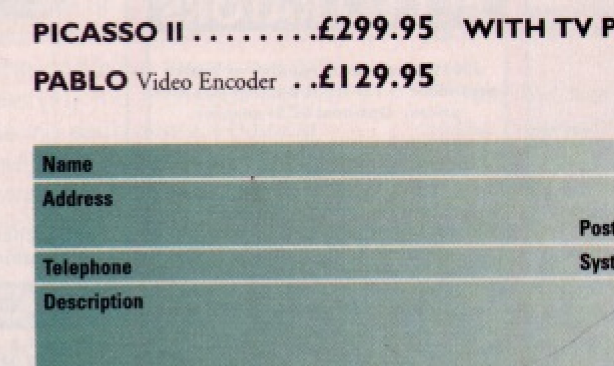
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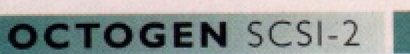


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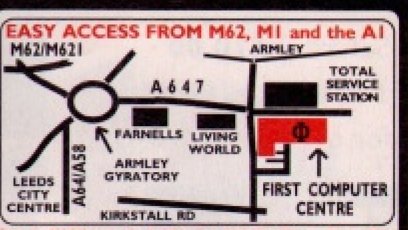
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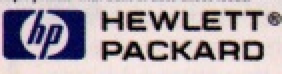
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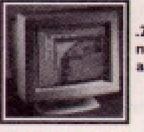
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Pinball Illusions

AMIGA SUPERSTAR





▲ Hot ball popping action with Pinball Illusions.

■ **Price: £29.99** ■ **Publisher: 21st Century Entertainment** ✆ **01235 832939**

If, as 21st Century claim, *Pinball Illusions* is their last pinball game on Amiga or CD32 then they'll have exited on a very good note, indeed.

Easily the most polished of the *Dreams* and *Fantasies* series it brings us three tables, top graphics and a couple of spanking good tunes, even though they do sound like those Barclays Bank advertisements on telly.

The most innovative thing about this version is its high resolution full screen mode, where about 70% of the table is shown with minimum reduction in graphic detail. This allows very effective multi-ball play and can be toggled on or off easily by pressing right on the direction pad.

The controls make very good use of the CD32's joypad buttons: pause starts the game, green shoots the ball, red shakes the table vertically, the shoulder buttons shake it horizontally, yellow quits the table while left direction pad and the blue button control left and right paddles respectively.

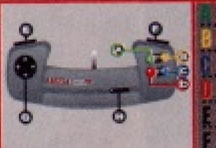
The three tables are called Law N' Justice, Babewatch and Extreme Sports and each of them has three flippers.

Law N' Justice is based on police chases and jailbreaks, Babewatch involves attracting babes by showing off your surfing skills, lifting weights and also has a gambling casino, while the Dangerous Sports table contains Point Break style dudes, bungy jumping and the like.

The tables are very realistic, the scrolling ultra smooth and the timing of the lights and bumper collisions is just right. Although the music is good the sound effects still lack atmosphere; this is something that hasn't changed in the CD version.

When it comes down to it though this game could have been made for the CD32. It works brilliantly on it and although there are those who disagree with me I'm convinced that its joypad control is almost perfect, much better than the Amiga's keyboard control. That, allied to the immediacy of the CD format makes it a winner. Better than the Amiga version. Just. ■

Alan Dykes



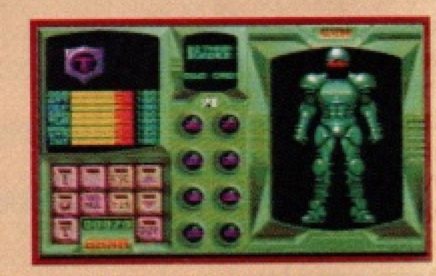
Launch ball
Exit table
Shake table
Shake left
Shake right

91%

Speedball 2



■ **Price: £14.99** ■ **Publisher: Warner Interactive** ✆ **0171 391 4300**



▲ get your player all kitted out with the latest gear if you can afford it.

Did this game miss the last bus home too? Like *Syndicate Speedball 2* has been around for yonks, longer than *Syndicate* – much longer. The cracking combination of American Football and Rollerball (70s movie buffs and James Caan admirers will know what I'm talking about) made the Bitmaps' football alternative one of the most playable and enjoyable arcade games of the 90s. Imitators like Brutal Sports Football just couldn't hope to match it.

A one or two player game, there are nine men on a team, and each can be modified in fitness and armour terms. Play takes place on a massive metal pitch, surrounded by walls with pick-up icons, floor distance markers and bonus slots. The basic object of the game is to score goals by throwing a golden metal ball at, you've guessed it, the goal. Bonus points can also be scored by hitting various wall-mounted targets. The only way to stop the opposing team from doing this is to tackle its members, or thump them, or barge them, or kick them.

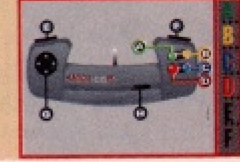
▲ Yes. It's a goal. Watch the triumphant scorer do a little shimmy every time he gets a goal.

You can play a knockout game in a league or cup, or challenge a human opponent to the best of one three or five games. In league or cup games against the computer the opposing teams get progressively more difficult. Before entering each game a training screen appears where you can change and upgrade your team's armour, speed and and fitness.

The CD32 version has much improved graphics. The amount of detail and the colours for each team are a lot clearer than they were on the original Amiga version. Thus it's easier to see who is on your team and who the opposing player is. Loading still takes a while and the frame rate hasn't been increased but it's still very playable.

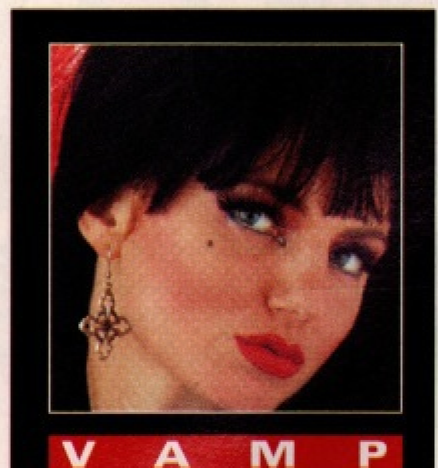
Despite its age this is still a classic game, in the same way as *Sensi Soccer* is; a true piece of Bitmap genius. It was worth the wait. In fact if you've got the Amiga version it's probably still worth buying at £14.99 for the improved graphics and joypad control. You'll never regret spending money on a game as smooth and playable as this. ■

Alan Dykes



Pass
Shoot
Scrolls left
Scrolls right

93%



Adventure Helpline

JUST TO PROVE THAT ONE GOOD BITE DESERVES ANOTHER, VAMPYRA IS BACK TO NIBBLE YOUR EARLOBES AND WHISPER WORDS OF ENCOURAGEMENT IN YOUR EAR.

Universe and Hook

My brother and I are really stuck on *Universe*. We did the first part easily and ended up in Gavric. We've talked to the robot, been shot at by the lasers, talked to the lady using the door panel, found the car behind the building, but still don't know what to do. We also have a question about *Hook*. Where do you find the eggs which you need to give to the lost boys to get some elastic?
Aron and Liam, whereabouts unknown.

In Universe, you must first use the arm computer on the car to make it safe to enter. Once inside you must insert the keycard into the slot on the left of the control panel. If you now use the console you will be asked for a code. At this point naughty software pirates come to a halt because the code that's needed is found in the instruction manual. Have I just ruined your day?

To get the eggs you seek in Hook, you must travel through the workshop and use the fitness equipment three times. Head for the Avenger and pick up the fishing net. Go to the Four Seasons and use the conch shell. If you're quick you can grab the eggs and give them to the guy in the workshop to get the elastic. Personally I've solved the problem of missing elastic by not wearing any, but then that's another story.

Ishar 3

In the superb game *Ishar 3* I managed to find the Racoonman. I took the scroll he had and gave it to the wizard at the Timegate who told me to find the ingredients for a potion. The ingredients are Salamander Oil, Dried Mistletoe, Rat Brain and Kelonia Powder. I have found everything apart from the Kelonia Powder. Where do I find this powder?
P Beckett, Tyne and Wear.

Well it sounds to me as if you've got the makings of a first class witch's brew there, but go easy on the dried mistletoe or else you will ruin the taste of the rat brain, yeuch. There is an inn called the Kelonia Tasters which is found along the southern ramparts of Rich Town. If you pop inside and have a listen you'll be able to pick up a pinch of the good stuff. Bon Appetit.

Simon the Sorcerer

I can get to where you give the alien thing the stew, but I can't find the goblin's shopping list. Please can you help?
Robert Barter, Exeter

The 'alien thing' as you call it is the Gollum! Good heavens boy, if you were to take time out from watching Playschool you might be able to do a bit of reading and discover the books of the mighty author Tolkien. I must warn you however that his books are hobbit forming, so do take care. If you give the Gollum the stew he'll give you his fishing rod. Use the rod in the river and you'll get the magic ring. The elusive shopping list that you are looking for has been left under a stone just outside the entrance to the Goblin village. From the entrance of the dwarf mine, exit by the upper left path and you'll arrive outside of a pair of doors. Pick up all the stones you can and you'll find the list.

Legend of Kyrandia

Pray help an old man out (Certainly. Which way did you come in? – Vampyra) I'm stuck at the very beginning of *Legend of Kyrandia*. I think I have all of the relevant pieces I need, but how do I get across the river in the cave? I have given the old man the saw, but he saws away at the tree to no avail. Please help.
A Caton, Northampton.

I do like helping out old men. They are much nicer than young men, because they are more appreciative – and they give you breakfast in the morning! I think your problem is caused by the fact that you are standing around watching the guy working instead of doing all of the things that must first be completed at your side of the bridge. Have you got the note from the workbench and the apple from inside the purple pot? Take the note and show it to Bryn at the temple. Have you picked up a teardrop from the pool of Sorrow and used it to heal the Willow Tree? Have you repaired the altar using the purple marble which Merith has? Finally you must take a purple rose to Bryn who will turn it into a silver rose (which is a smart trick if you can do it with pennies) and then place it on the repaired altar. I suspect you haven't been too smart up to now, so I want you to concentrate from here on or you'll have me up all night.

Police Quest 3

On day four of Police Quest 3, Pat Morales tells me that we have to go to 300W Rose. I drive there on the map, but when I stop he says there is no reason to get out here.
Wayne Thorose, Edgware.


▲ Ishar 3: a mixture of many ingredients.

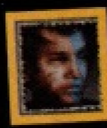
You didn't say what else you had done on day four. To start with you must pick up the tracker device from the third floor. Take the chart from the glove compartment in the black and white car, then drive to court in a white car. Provided you filled in Form 900 correctly while on patrol you'll win the case.

Go to the mall again and when Morales leaves the car pick up the key. Go to Zak's and get a copy made. Get back to the car and replace the original key. Now you will be told to go to 300 West Rose. Once you arrive Morales should take photographs and you should be able to get out and open the boot of the car and take your equipment from the case. ■

Got a problem with an adventure game? Vampyra has the answer. Get your conundrum onto paper, and send it in to Dear Vampyra, CU Amiga Magazine, 30-32 Farringdon Lane, London EC1R 3AU.



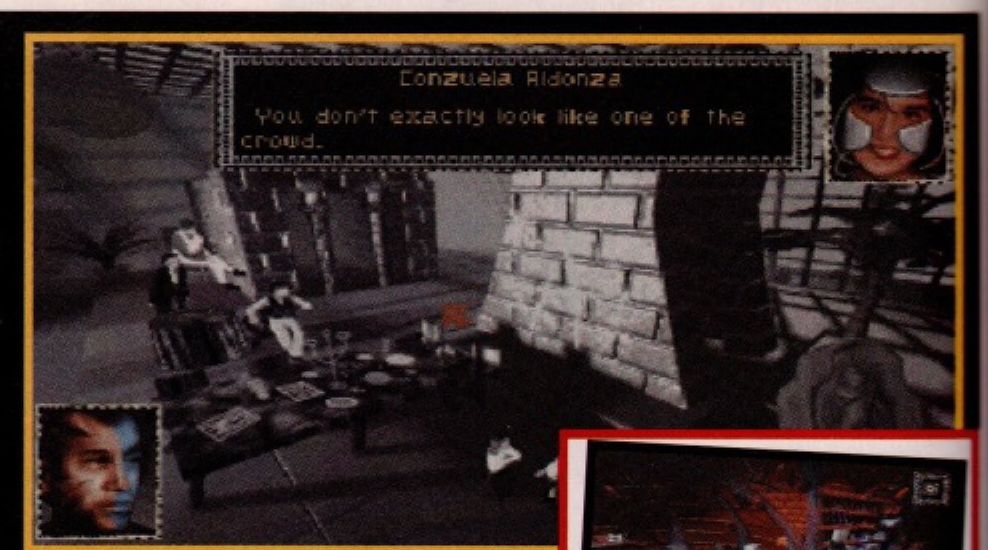
"I'M MORE THAN JUST A PRETTY FACE, YOU KNOW, NO PROBLEM IS TOO BIG FOR ME."



The Metropolitan Museum of Art



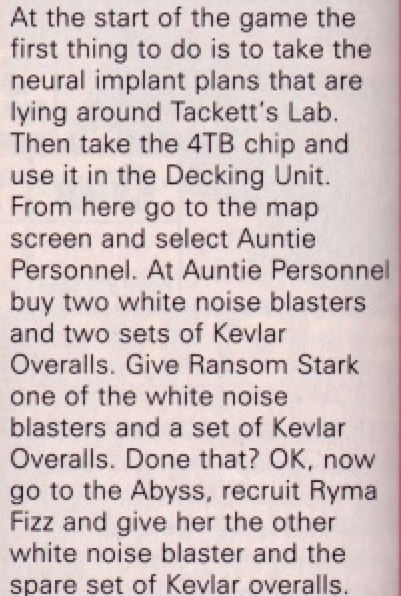
Now it's time to go to the Metropolitan Museum of Art via the map screen as usual. Once there talk to Montgomery Taylor and answer no and then yes. Now go to Vince's Munition Emporium where you should buy the jury rig tools and instapigment. Switch back to the map and select Electric Anarchy. At Electric Anarchy talk to Phraktle K.Oss and answer yes. Go to Central Park and rest until pm. Now go to the second room and talk to Mother Mary. Return to the first room and talk to Kimba West, then talk to Sanders Tomalin twice. Use the Samurai soul box and go to St Pats. Now talk to Mother Mary, Brother Complicatus and finally Mother Mary again.



Bloodnet

Hello again tips fans and welcome to the first instalment of CU Amiga Magazine's comprehensive solution to Gametek's Bloodnet, a bitingly great adventure game.



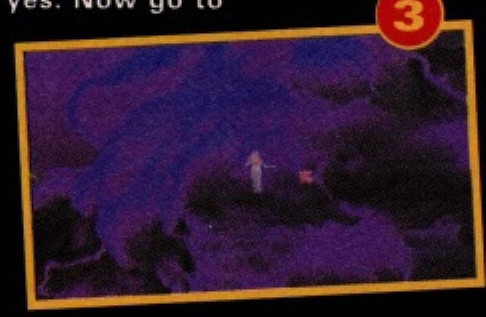


Tackett's Lab

At the start of the game the first thing to do is to take the neural implant plans that are lying around Tackett's Lab. Then take the 4TB chip and use it in the Decking Unit. From here go to the map screen and select Auntie Personnel. At Auntie Personnel buy two white noise blasters and two sets of Kevlar Overalls. Give Ransom Stark one of the white noise blasters and a set of Kevlar Overalls. Done that? OK, now go to the Abyss, recruit Ryma Fizz and give her the other white noise blaster and the spare set of Kevlar overalls.

The Hellfire Club

Go to the Hellfire club, talk to George Yatchisin and then put the TTClearance Badge on Ransom Stark before finally going to the Cafe Voltaire. Talk to Lenora Major and answer yes. Now go to the second room and talk to Oscar Nandez. Go to the Huston Matrix Rovers, get the patch cord and talk to Larry Owen. Enter the Net (while you're journeying through Cyberspace a handy tip is to always try and talk to any data angel that you should meet there as most of them generally have some useful snippet of info). Find a 'FATS' and enter the code 'major'. Talk to Lenora Major then exit the Net. Go to Autonomy Dogs and talk to Sabaccatus St. Aubens.



Electric Anarchy

Go to Lazlo Green, search and get the gas mask. Give the gas mask to Ransom Stark. Go to the Hellfire Club and enter the room on the right. Go to the Inner Sanctum and get all the blood bags. From now on if your bloodlust reaches 95% use a bloodbag to reduce the rating. Talk to Gwendolyn Finch and then go to the Electric Anarchy. Here you should let Ransom Stark talk to Phracktle K. Oss, then to Phree Thought where you should answer yes. Talk to Chuck and answer yes, then talk to Nal Hillstick and last but not least, Garrick Fizz.



Transtechnicals HQ

Return to the map and go to the Transtechnicals HQ. Enter the elevator and go to Emily Esaki. Search, get the lapel pin on the far right of the room and once collected put it on Ryma Fizz. Enter the elevator, go to Bill Dougan and talk to him. Enter the elevator and go to security. Kill Security Chief Payne by shooting him, not by taking a bite! Use the TTsecurity cloak, search and get everything. Use Tackett's essence and read the Cyber crackdown list. Now go to the Kafka Conspiracy, talk to Coover Tristan and then talk to Chrysalis and answer yes.



The Icon Robbers Studio

Go to the Icon Robbers Studio. Here you should use the sommavapor with Ransom Stark before initiating a search and then getting everything. Go to the Kafka Conspiracy and talk to Coover Tristan, once more, and again answer yes. Go to Strongarb Tatic via the map screen. Now buy both a diagnostic unit and a lockpick casing. Go to the juryrig screen and juryrig an electronic lockpick. Now it's time to go back to the map screen. Head for the Hellfire Club. At the Hellfire Club enter the third room. And... well, you'll just have to wait until next month when we conclude this adventure. ■ *Rik Skews*



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LEANING OVER THE EDGE



Hmmm, I've got a strange warm feeling as I write this, for this is not only my 12th issue of CU Amiga Magazine but, sadly, also my last. From the July issue I'll be working on EMAP's PC magazine, PC Review. The reasons for this are many, but boil down to something to do with large amounts of cash being waved in my general direction.

Rest assured however that CU Amiga Magazine will be in safe hands. Tony Horgan will take over the mantle of Technical Overlord of everything Amiga, and I'll still be making the odd appearance, and of course the usual team of writers will still be testing and evaluating products to the demanding standards you've come to expect from us.

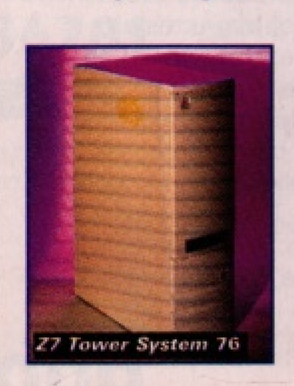
I wanted to go out with a bit of a bang, and what an atomically earth shattering issue to have as my swansong.

I couldn't go without making sure the Commodore situation was sorted once and for all so I had a quick word with the liquidators and told them to get their act together (no really). You can read about the results of this in the news pages. Having done this I set about getting the very latest products in for review. These you'll find tortured and tested over the next few pages.

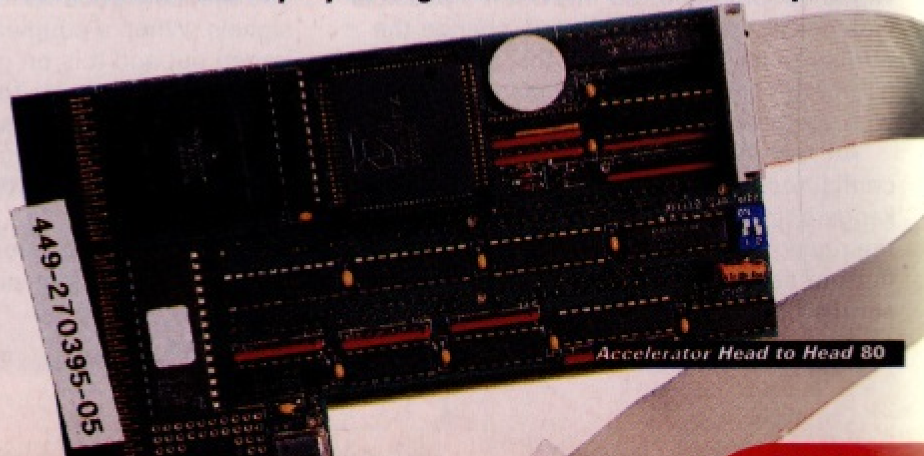
There's two super fast new A1200 accelerators, the full in-depth review of OctaMED 6, a sneak preview of what could well be the hottest video product of the year and a look at a tower upgrade for A4000s.

So with a fond farewell I bid goodbye to you as Technical Editor, and pass the sacred reigns over to Tony Horgan for the next issue. ■

What an issue we've got for you this month! There's a head to head comparison of the two fastest A1200 accelerators ever, a full review of the new OctaMED 6, professional video effects from OpalVision DVE, CD-ROMs, the new Tower System and all the PD software you'd ever need.



Z7 Tower System 76



Accelerator Head to Head 80

OpalVision DVE

■ Due for release: TBA ■ Publisher: White knight Technology © 01992 714 539

It's been a long time coming but the revolutionary OpalVision, Digital Video Effects upgrade, is nearly here. CU Amiga Magazine takes a sneak peek.

OpalVision appeared around 1992 and was one of the first affordable 24-bit graphic boards for the Amiga. At the time, it came with the superlative *OpalPaint* software and "incredible things" such as genlocking, digital effects and chroma keyers were promised in the form of modular upgrades to the basic Opal Vision card.

However, 1993 rolled by with promises of 'just a month or so' for the add-ons. Some dealers even started selling OpalVision with vouchers for money off against the new modules. 1994 nearly passed too, until at the end of the year, two days before the World of Amiga show, a module finally turned up. CU Amiga Magazine took a sneak peek at this long awaited upgrade.

This first module is a Video Processing and Effects upgrade which enables you to play with moving pictures (video) by manipulating the signal, thus creating a variety of effects. You can create real time DVEs (Digital Video Effects – or fancy wipes between two sets of video sources to you and me).

For example, all the standard transitions such as wipes, blinds, blends and loads more are there, but you can now wrap one picture into a box and bounce it in any direction off the screen, cut it into a jigsaw with a shadow and explode the pieces off the screen – anything! You've probably seen the sort of thing done before on TV between programmes, or in trailers.

Nice configuration

Where the OpalVision DVE really scores though is that all effects are completely configurable. The manual, however, was pretty vague about how to do this but it's possible with a little experimentation to change the effects to alter shadow depths, explosion paths, the shape of jigsaw cuts and more without too much trouble.

Animations can be used as wipes, too: preconfigured examples are where a swarm of kangaroos sweeps across the picture, leaving the replacement image where they've been, a flock of seagulls, leaves falling or even some sort of ape swinging across the picture. Very nice and very easy to do again!

The interface bears a marked resemblance to *LightWave*, presumably to keep the video processing buffs with toasters happy. As such it's remarkably easy to use, any *LightWave* user will feel at home.

Through the keyhole

But it's not just all wipes and fades. It will also have sophisticated keying facilities.

Keying is the buzz word video buffs use for replacing some of one picture with part of another and the part to be replaced is decided by using a 'keying' component. With OpalVision you can either use the luma or chroma elements of a picture.

Luma keying means that everything above or below a certain intensity level is replaced with the other picture, chroma on the other hand replaces all parts of a picture depending upon a selected colours.

As well as keying, stencilling can be done with an alpha channel. The upshot of which means that three 'levels' of video can be used: a foreground, middle and background. Very clever.

In addition to these features there is a frame grabber that will allow individual frames from a moving source to be frozen and captured. These frames can be then mixed using the effects to create impressive digital trickery very quickly.

The biggest drawback of the card, as we saw it, is that it only has one moving video source. It means that only wipes between a still and live video can be done, but this can be got around by making use of the Video Suite rackmounted switcher, giving nine live inputs and five stereo audio channels to play with.

As it stands, the OpalVision upgrade is outrageously good as it produces excellent signals. When a couple of bug-ettes are ironed out and it is on general release, this will be a big boon for the Amiga.

Copies for general release are expected 'soon', although judging by past records 'soon' could mean anything from a couple of weeks to a year or so ... The message is if you've got an OpalVision, hold onto it because these things are coming and will be well worth having! ■

Nik Lines



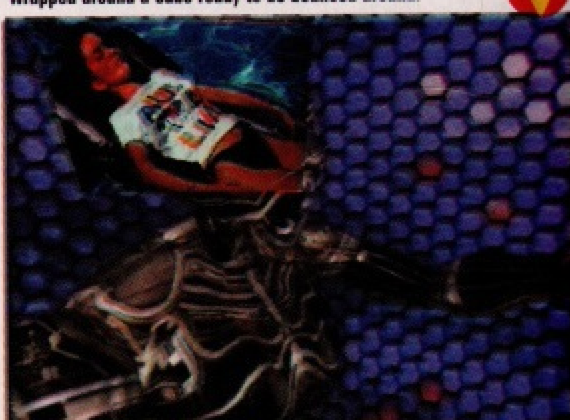
▲ Here a standard OpalVision picture is wiped with a Lawnmower man picture.



▲ Now the Lawnmower picture becomes the main image, with the woman picture moving off to the side.



▲ Now things get a little bit more exciting, the woman is wrapped around a cube ready to be bounced around.



▲ Here she is in all her glory, bumping and bouncing around the screen. Notice how the background picture is moving as well!

OctaMED 6

■ Price: £26/35 ■ Developer: RBF ■ Software Supplier: Sea Soft © 01903 850378

The Amiga's favourite music sequencer reaches Version 6.

New to Version 6

- Enable/disable audio channels
- More than one command per note
- Custom font selection
- Aura and Toccata sampler support
- Custom screen selection
- Improved sample editor
- Save module as executable file
- Load and save MIDI files
- Improved sample editor
- 16-bit sample handling
- *ARexx* port
- The notation editor has been removed

What is OctaMED?

OctaMED **is a music creation package. It began as a clone of the public domain program** ***SoundTracker*****. Since then it has evolved into a very powerful music sequencer. It allows the sequencing of up to 64 tracks, four of which can be used by Amiga samples in standard mode, with the remaining tracks used for MIDI instruments and add-on samplers such as Aura and Tocatta. The 'Octa' part of its name refers to the mode which allows the playback of eight tracks of Amiga samples (sound quality is reduced in this mode).**

Unlike most sequencers, ***OctaMED*** **uses a tracker-style system to record, edit and display its musical data in a series of vertically scrolling blocks. Notes and control commands such as pitch bend and volume are displayed as alphanumeric codes. This can make it difficult to understand at first, but does allow for very fast editing once the system is mastered. A powerful sampler and sample editor is included within the program, so you can grab and edit your own sounds as you compose, without having to use a separate piece of software. There's also an in-built synthetic sound editor, which lets you create simple instruments from scratch that use very little memory.**

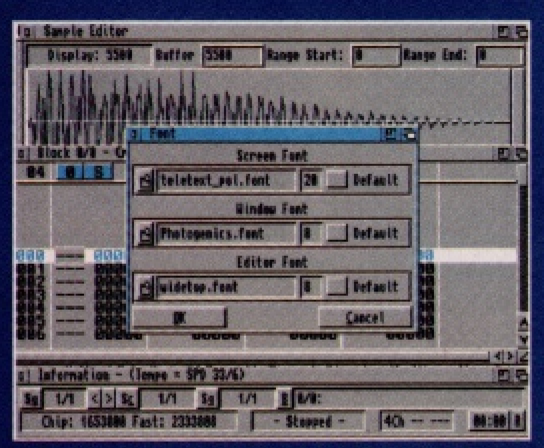
I have a confession to make. I'm an *OctaMED* addict. If I don't get a fix of it at least once a day, I'm a wreck (don't we know it – Ed).

However, when Version 5 arrived, it didn't seem to offer enough in the way of new features to warrant a change over, so until now, I've stuck to Version 4 for my daily dose of audio therapy. The bottom line was that there was virtually no noise you could make with Version 5 that you couldn't make with 4. Now Version 6 is here, I've been converted.

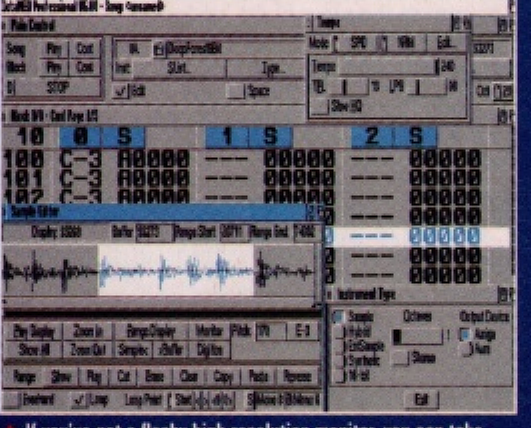
OctaMED 6 has always been an extremely powerful music tool, but now it's even better.

Customised Windows

Now you can use up to three different fonts in the display, and use any screen mode you like. As the whole program works in a system of windows, this means you can customise the screen layout to suit your requirements. If you use a multisync monitor with an AGA Amiga, you can use a flicker free high resolution screen with plenty of windows arranged at your leisure. On the other hand, if you use a 1973 black and white portable TV, you can opt for a low resolution screen with big text.



▲ The font selector allows you to choose different fonts for various parts of the program – more useful than it sounds.



▲ If you've got a flashy high resolution monitor, you can take advantage of it with a customised screen layout.

Since Version 5, it's had a new front end that takes advantage of Workbench 2 and 3's system of menus and windows. This has the unfortunate side effect of making it incompatible with 1.3 Amigas, but then you'd be hard pushed to find a new program that was compatible with the 1.3 operating system.

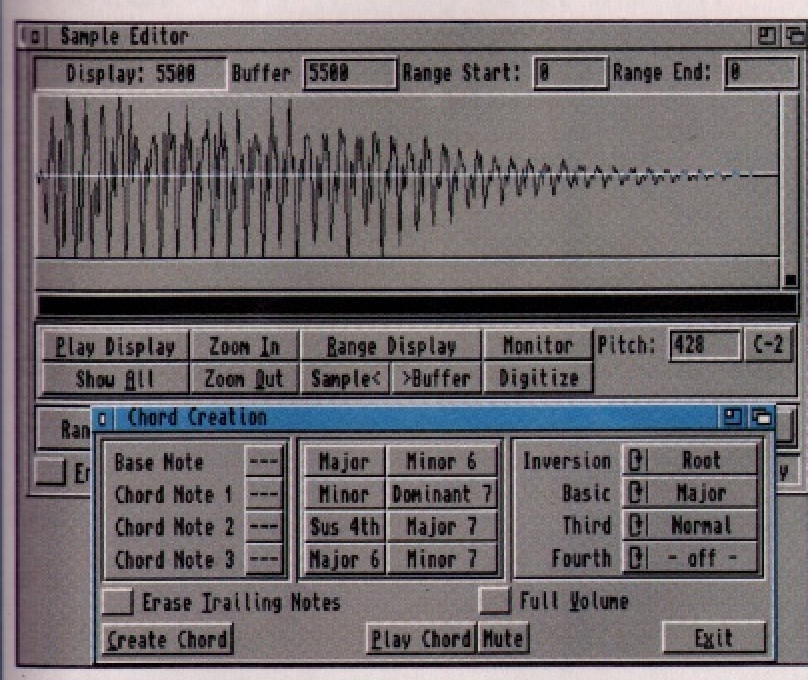
The new features seem to have something for every type of *OctaMED* user. For those branching out into 12 and 16-bit sampling, there's support for the Aura and Toccata add-ons. The power users can now exercise complete control over the music with a virtually unlimited number of commands assigned to each note. The sample editor is now even more feature-packed than before, and for those who like to use a separate sampler, there's an option to disable the audio channels to help with multi-tasking. MIDI musicians can swap files to and from mainstream MIDI sequencers thanks to the MIDI file load and save options. Posers with Multisync monitors can customise the screen for maximum efficiency. Public Domain musicians can save their modules as executable files for easy playback and also to reduce the risk of being ripped off. There's even an *ARexx* port.

Command Pages

Until now, ***OctaMED*** **has allowed each note to be altered with a single command. Commands alter the way in which a note is played, such as volume changes and pitch slides for example. Now you can use up to 32767 commands at once, so you can combine changes in volume and pitch, arpeggio effects, sample offset values and more on the same line of a single track. This may not sound too exciting, but it opens up new and unique sound creation possibilities. For example, you could used the sample offset command to simulate a time-stretch effect (cue the same sample on each line with increasing sample offset values), while strobing the volume on and off, pitch-bending it at the same time.**

This is possible thanks to the addition of multiple command pages. Each block can be assigned a number of command pages, which are copies of the original block that contain the note data, but have space for additional commands. When the block is played, its corresponding command pages are automatically played too.

The Sample Editor



▲ Chords can easily be created in the sample editor. The original sample is repitched and mixed back onto itself to save tracks.

OctaMED's in-built sample editor has been overhauled to accommodate the new 16-bit compatibility. It can now load and save samples as IFF (8SVX), MUAD, AIFF, WAVE and Raw formats. This is especially useful for compatibility with other sampler systems.

The WAVE loader gives you access to PC sound sample collections, such as the many CD-ROMs on the market. Another advantage is the ability to edit 16-bit samples. If you have a 16-bit sampler that has an inadequate editing system, you can load the sample into *OctaMED*, edit it, and save it back out for playback through your 16-bit system. Unfortunately though, the Amiga is unable to read disks from Akai samplers, so the transfer process in this case would be rather more complicated.

There are also some new editing options. There's plenty of help for setting up loops, with automatic 'zero find' features for avoiding clicks, and lots of other little tools.

Other new editing features include a new input monitor, an 'over write' paste that replaces the current selection with the copy buffer, adjust Y offset, centralise, add workspace, tuning tone, display pitch as Hertz and more.

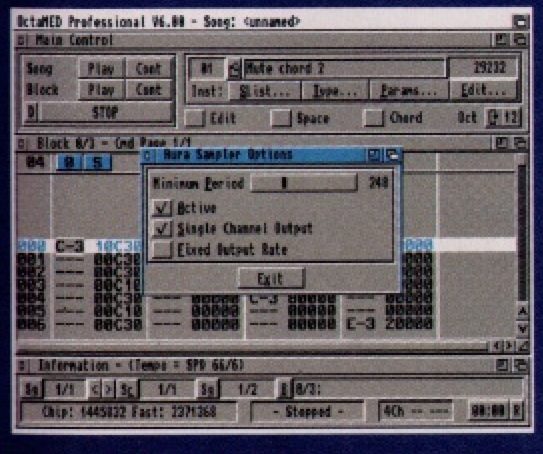
There was an automatic chord creator included in Version 5, and this has been expanded and improved upon. Now you can select certain chords by name (such as Major 6, Sus 4th), or define your own chords by entering each note. This re-pitches the sample to match the specified notes of the chord, and then mixes them into each other.

The result is a whole chord in a single sample, which is brilliant for saving valuable sample channels.

You can also zoom into the sample with a new slider on the right of the sample window. The sample editor is now very quick and easy to use and pretty powerful too!

12/16-bit sampling

As with Version 5.04, *OctaMED 6* will sample and play back through the Aura PCMCIA sampler. This takes out one of the Amiga's four internal voices while playing back through the Aura. The advantage of this is that Aura samples are output at a 12-bit bandwidth, rather than the Amiga's standard 8 bit resolution, and so benefit from improved sound quality. However, you can only play one Aura sample at a time, and if you don't have any Fast RAM or an accelerator, you won't be able to replay these samples at particularly high rates. The other option is to use the Toccata features. Toccata is a 16 bit sampling system for 'big box' Amigas, such as the A2000 and A4000. It records and plays back up to four 16 bit sample channels direct from hard disk.



▲ Options for the 12-bit Aura and 16-bit Toccata samplers give the chance to break away from 8-bit sound quality.

Price and Availability

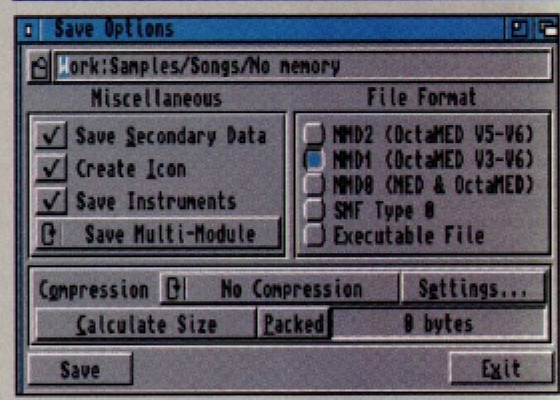
***OctaMED 6* is only available through mail order. Registered users of *OctaMED 5* can upgrade for £26. New users can obtain the program for £34.99. Send your order to the following address: Sea Soft, Unit 3, Martello Enterprise Centre, Courtwick Lane, Littlehampton, West Sussex BN17 7PA.**

French and German users: a French language version is available from: France Festival Distribution (tel: 42761870); a German language version is available from ABF Computer (tel: 7152937904).

MIDI Files

OctaMED can now load and save standard MIDI files. *OctaMED* has long been able to sequence MIDI data and it does this very well, although it doesn't suit the working methods of many MIDI musicians. However, if you can use it for recording sample-based music, adding MIDI parts over the top is no trouble at all. The combination of up to 64 tracks of MIDI and the standard four channels of Amiga samples gives you plenty of scope for professional productions.

There are options for loading MIDI files which govern how much or little of the controller information you want converted, thus saving memory. You won't always get exact conversions, but there are options to tweak it to get it right.



▲ You want save options? You've got 'em!

Conclusion

OctaMED has grown up. It now comes with a full laser-printed manual, with on-line hypertext instructions too. There are enough configuration options and features for it to appeal to just about every type of musician, from the dabbler to the professional. Version 6 has made great strides in compatibility with other systems, thanks to the support of standard MIDI files, 16-bit and PC sample formats, and support for the Aura and Toccata samplers. It's time to upgrade and for those who have not yet experienced the power of *OctaMED*, there's never been a better time. ■

Tony Horgan

OctaMED 6

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: OS 2, 1Mb RAM. Recommended requirements: 2Mb RAM, hard drive.

ease of use 78%
This has never been a strong point of the program, but it's getting better.

performance 93%
Extremely powerful and flexible, with plenty of features for all types of musician.

value for money 95%
You can't argue with a price to performance ratio like this! Top value alert!

OVERALL
A must for all Amiga musicians out there. **94%**

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Z7 Tower System

■ Price: £429 ■ Developer: Ramiga ■ Supplier: Ramiga © 01690 770304

Expand your A4000 or A1200 to be a monster machine, capable of frightening small children and animals, with the Ramiga Z series.

The Amiga 4000 is many things. The ultimate in the Amiga computer range, the most expandable Amiga, the fastest Amiga, rare as hen's teeth and the subject of many a strange and exciting teenage dream not involving members of the opposite sex.

Even though when available it had a very high price tag and enjoyed flagship status, the A4000 also came in a lousy box. When it was first launched I heard a rumour the case was originally designed as a Commodore project to create the cheapest PC clone ever, and I can believe it. Little things, like the fact that the single 5.25" drive bay isn't actually deep enough to comfortably house a standard CD-ROM drive, come to light sooner rather than later. Rather sadly, the number of expansion slots – one of the main reasons to buy an A4000 – is limited to four.

All in all, for the machine claimed to be the ultimate multimedia platform, there was some terrible cost cutting.

Looking up

There were signs that things were looking up. Before it all went horribly wrong for CBM, the mythical A4000 Tower was shown to a select few. This system addressed many of these faults (and added many exciting features).

Tower cases mean expansion: that's their job, and the Z7 is one big cookie. It's about 64cm tall, with a metal casing and plastic front panel. A hinged door on the front opens up to allow access to the disk bays and switches, whilst a smoked plastic panel allows the all important speed display and power/turbo/ drive access lights to be seen.

Internally, things have changed a lot. The A4000 consists of two circuit boards meeting at right angles. The daughterboard (into which Zorro cards are slotted) connects to centre of the main motherboard, and sits upright allowing four cards to be fitted, sitting parallel to the motherboard. Obviously this limits the number of cards to the height of the original case.

The Z7 system includes a brand new daughterboard which replaces the original and now sits parallel to the motherboard. This arrangement covers the motherboard memory area, so make sure the SIMMs are in place before fitting the card. However, it also means a lot more slots are available. In contrast to the native A4000, the Z7 has a total of seven Zorro III slots. The slots have a double life: five of them have matching ISA PC slots and two are Amiga video slots (the original A4000 had three PC slots, and one video slot). This means I can fit my GG2 bridgeboard card, a PC ethernet card, a PC parallel/serial, a PC internal modem card and still have room for as many graphics and SCSI cards as I'm likely to afford.

The number of drive bays has been increased by an order of magnitude, with six 5.25" bays and a 3.5" cradle which can carry three drives.

Installation

Set aside several hours for installing your Amiga. Armed with the best engagement present yet (an electric screwdriver) it took me most of a Saturday morning when I could have been watching cartoons to get everything sorted. A lot of this was down to the instructions referring to a slightly different case and the mysterious location of the supplied fan which had been bolted into the wrong place.

Rather than squeeze in all the wiring, I fitted the IDE drives in removable packs in the 5.25" bays, and mounted the SCSI 3.5" drive under the floppy in the 3.5" bay. The non-standard floppy drive size also left a gap in the front display, which I plugged with the smaller blanking panel from the original A4000 case. If you have two floppy drives you will have to



▲ Lots of pose potential here – stun people with the fact that this piece of PC style kit is an Amiga.

Prices

A1200 Z5 System (including 200W Power Supply)	£429
A4000 Z7 System	£429

Options:

PC Keyboard for Z5	£19.95
PCMCIA Adaptor for Z5 (use PCMCIA cards in Z5 case)	£29.95
2.5" -> 3.5" Hard drive cable (use 3.5" drives in Z5)	£15
200W PSU	£64.95

house at least one in a 5.25" bay probably both thanks to the Amiga cables).

Anyone considering the Z7 would probably also be thinking about (or already have) a processor accelerator. Happily there is ample room in the case for a WarpEngine, although this is probably due more to luck than design as there is only just enough space between the Warp's SIMMs and the 3.5" drive bay. The CyberStorm 060 system also fits happily, but if you plan on adding a SCSI card to CyberStorm, you will have to remove the 3.5" bay totally and re-mount the drives in one of the 5.25" bays.

LED display

Until a few years ago, in my naivete, I thought the LED displays on PC computers which display their processor speed were smart. I thought they somehow sensed the speed the PC worked at. Of course, I realise now how foolish I was and like most features of the PC is was all a bit of a bodge.

Setting the processor speed is a matter of setting some jumpers to highlight the necessary segments in the LED display, that's all. There is nothing to stop you cranking it up to several hundred: it just won't make any difference to the speed of the computer, that's all. I hope to get my display to spell out my name sometime. The Turbo button doesn't do anything other than display the word Turbo on the LEDs. Switching the computer on and off is a matter of fitting a high-tech plastic mechanical linkage arm from the switch to the re-positioned PSU.

Rather sadly an improved rating power supply is not included in the price, so when you start to fill those bays and slots think about adding more power.

I would put it under the desk, but the leads to the keyboard and trackball don't stretch. I would extend them, but I couldn't be bothered, and anyway I don't really want to hide it away. I'm proud of it. When I come into the office in the morning, it still surprises me. It's big and it's mine, and I can hang my jacket up inside it. Sometimes I catch it out of the corner of my eye, and get a shock. It's a big one all right.

It's reassuring to see a good and beefy fan fitted, although its location is not the best as it is at the opposite end of the system from the Zorro cards. However, inside the case was a lot cooler than my original system, so it seems to work well.

Gripes and plusses

The documentation is poor, and concentrates on setting the LED speeds more than fitting the Amiga motherboard.

For example, there is no mention of the anti-static precautions which are essential when dealing with something as valuable as an Amiga 4000 motherboard.

The documentation I was supplied with also seemed to refer to a slightly different case, and overall some degree of flexibility of behalf of the person installing the system is required. The nationalistic use of the Welsh flag might also be considered unnecessary by some (not me, I like Wales).

The Tower case itself seemed to be be of a fair to middling quality PC style case. I still have the scars on my fingertips from the rough interior finishes.



▲ The Z7 features a new daughterboard which means a lot more slots are available. There are now seven Zorro III slots .

On the plus side, pose factor is high. Some PC owners happened into the office and were awestruck as an *Imagine* render was relaying on the system which no longer bore any resemblance to an Amiga.

They were still puzzling as to the make of PC which I revealed what was inside, and I'm still not sure they believe me.

There is no doubt the Z7 has been a genuinely useful purchase. The number of drives fitted to my system before the Z7 meant that I had to operate the Amiga with the case open and a CD-ROM drive resting on the PSU. Now everything is hidden away in a cool case (in both senses), and there is still room for more kit in there, although a larger PSU might be necessary before I connect anything else.

Amiga professionals with too many video boards will be delighted at the two video slots, as well as the ample space to park drives. ■

John Kennedy

A1200 options

The Z5 system is very similar to the Z7, but is specially designed for the A1200, and rehouses it in a tower case slightly smaller than the Z7.

Using a special board which connects to the trapdoor port (including a passthrough). It provides five Zorro II slots (and four PC slots) which means at last A1200 owners can fit graphics, bridgeboard and networking cards to their Amiga. As a result, Zorro-based hardware has now been opened up to a lot more users, which can only be a very good thing indeed. With a fast 68030 card, the A1200 can be expanded into an extremely neat and quick piece of kit.

Unfortunately the position of the A1200's PCMCIA slot means that there is no space to fit expansion cards, although an adaptor is now available that angles the slot through 90 degrees. With cards like the Squirrel proving extremely popular, there is no need to do without. Ramiga can also supply a cable to allow 3.5" IDE drives to be fitted to the A1200 motherboard, and so adding hard drives is now made even easier as well. The extra hardware included in the Z5 permits a standard PC keyboard to be used, with automatic remapping of the Amiga specific keys.

Z7 TOWER SYSTEM

A500 / A500+ / A600 / A1200 / A1500 / A2000 / A3000 / A4000

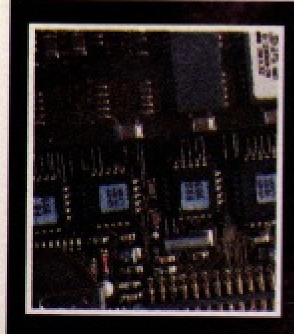
system requirements: 4Mb, Workbench 2 or higher, HD installable (5Mb).

ease of use 70%
Documentation needs updated. Beginners or the inept might need help.

performance 95%
Lots and lots of lovely slots and drive bays. Looks well smart.

value for money 80%
Expensive compared to stand-alone PC case, especially as no PSU included as standard.

OVERALL
Breathes new life into the ultimate Amiga. **87%**



Accelerator

Blizzard A1230-III

■ **Price: £various** ■ **Developer: Blizzard**
■ **Supplier: Harwoods © 01 773 831040**

The Blizzard A1230-III card from phase 5 Digital Products got a warm reception on its arrival a few months ago. It was the first card for the A1200 to feature a 50MHz 68030 processor, offering the highest speeds ever available to A1200 owners.

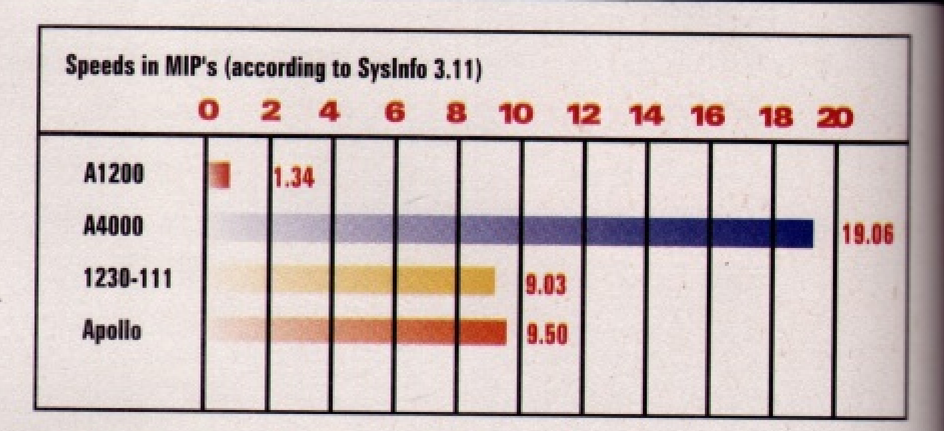
It's available with two different processor configurations: either a 40MHz 68EC030 or a 50MHz 68030. The board tested here was fitted with a 50MHz processor. Complementing this chip is up to 32Mb of Fast RAM in the form of industry standard 32bit SIMMs. There's also space for a maths co-processor, a built-in battery backed clock and an expansion bus for an optional SCSI-2 controller.

This is the third revision of the 1230, which is reflected in its design. There's a minimal number of components, no last minute alterations to the circuitry and an elegant all round design.

All this hardware is surface mounted on a traditional 'L' shaped card that fits snugly into the A1200 expansion slot. As usual, fitting it can be very fiddly, but at least it does fit into the Amiga, thanks to the SIMM socket which keeps the memory chips flush against the board, held in place by metal, rather than plastic, clips.

The Blizzard does have occasional compatibility problems with some PD demos, but works fine with all 'serious' software and games we've tried.

The main factor though is speed and here the Blizzard does very well. Clocking up just over 9 MIPs, it makes processor-intensive tasks much easier to bear.



The optional SCSI 2 interface has not yet surfaced, but should be with us soon. Over all the Blizzard offers great performance and well thought out, high quality design. ■

Andy Leaning

AMIGA SUPERSTAR

90%

InfoNEXUS

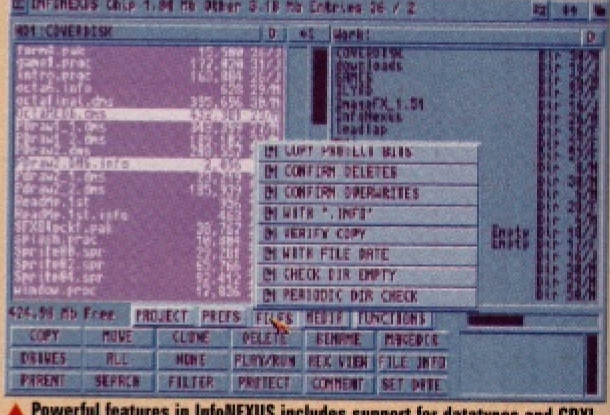
■ **Price: £29.95** ■ **Developer: Optonica © 01455 558 282**

Along with a hard drive, a file manager is among the most useful expansions that can be added to an Amiga. Once you get accustomed to using one, you'll wonder how you ever got by in the past. File managers make tasks such as copying and viewing files much easier and quicker. The market for such utilities is currently dominated by *Directory Opus*, Version 4 of which was cover mounted on the February 95 issue of CU Amiga Magazine.

Optonica's InfoNexus has a lot to live up to, and compared to *DOpus* first impressions aren't that good, although that's mainly due to the garish colour scheme, which can be changed.

Thankfully things improve considerably once you get into the program. Features-wise Info NEXUS contains many functions similar to those featured in *DOpus 4*, plus a few tricks of its own.

These include compatibility for use over an Envoy network enabling chat, mail, quick file send and remote screen grabbing as well as the ability to both play and emulate CDXL video files. Perhaps InfoNEXUS' biggest selling point however, is its thorough support for datatypes, something which is becoming increasingly important as ever more appear. While *DOpus* allows button configuration for viewing external program documents it can be cumbersome to set up in comparison.



▲ Powerful features in InfoNEXUS includes support for datatypes and CDXL video files.

Batch sequence renaming completes InfoNEXUS' powerful range of custom features. Everything from file names to files in directories within the source directory can be renamed, assigned prefixes or suffixes quickly and painlessly.

The user interface is also novel, based around a 'pop and roll' system rather than the familiar 'point and click'. Instead of moving to the top of the screen to access a menu, the right mouse button can be clicked anywhere on screen to

Head to Head

Apollo 1230/SCSI 2

■ **Price: £various** ■ **Developer: Apollo**
■ **Supplier: Visage Computers ✆ 0115 964 2828**



The Apollo is the latest accelerator to appear for the A1200. Its specifications are very similar the Blizzard 12300-III. Packing either a 40MHz 68EC030 or a 50MHz 68030, battery backed clock, optional FPU, and RAM, on paper it looks very similar. But there are several important differences. It has two SIMM sockets instead of the one found on the Blizzard card. This means that you can increase your RAM in future by adding an extra RAM SIMM. If you wanted to do the same with the Blizzard, you'd need to sell or discard the original SIMM. However, the plastic sockets are a bit flimsy, and hold the RAM at an angle to the board, making it a tighter fit that than the Blizzard.

On a more positive note, the Apollo board has a SCSI 2 interface as standard. This plugs into the end of the board and can either be threaded through to the blank panel at the back of the A1200 (which involves opening the case and temporarily removing the floppy drive) or just dangled out of the trap door hole.

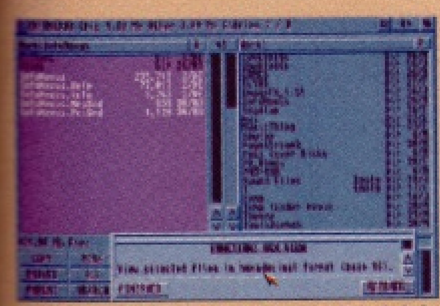
The Apollo isn't as well built as the Blizzard. It's too big to fit into the A1200 properly, and the positioning of the SIMMs doesn't help matters. A couple of digits had been scratched off the processor chip of our review model, but the developers could shed no light on why this would be. This suggests that it could be clocked, in which case its lifespan may be shorter than usual. But if it's speed and features you want, then the Apollo is tops, registering a nippy 9.5 MIPs in our tests and sporting two SIMM sockets and a SCSI 2 interface to boost your Amiga's potential. ■

Andy Leaning

Conclusion

Rarely do two competing products cause such argument in the CU Amiga offices. Finally we decided that the Blizzard is better built, easier to fit and if you don't want SCSI (which a large percentage of users don't) it's a lower cost option. The Apollo, however, has better features, is faster, and has superior expansion potential. So which is the overall winner?

After much deliberation we came to one conclusion. It was a long, hard fought battle. However, at the end of the day Accelerators are for one thing, making your Amiga faster and the Apollo does better than any other A1200 card – so the Apollo is the winner.



▲ **A comprehensive on-line help system is included. Just move your pointer over the icon causing trouble and press the help key for advice.**

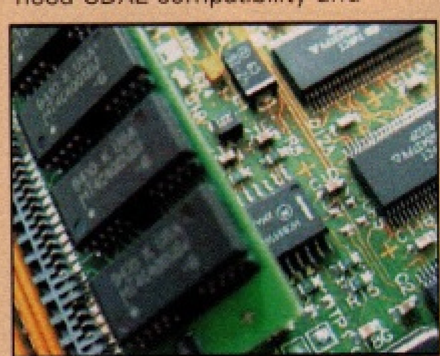
bring up a menu. In a nutshell that's the 'pop'. The 'roll' refers to accessing a menu by holding down the right mouse button and altering its action by clicking the left button.

For instance a standard menu setting warns the user when they are about to delete files. By holding down the right mouse button and clicking on the left button this quickly changes the menu so that there is no warning when deleting files. Traditionalists will be pleased to learn that it's still possible to access menus from the top of the screen, that's if you want to return to Workbench though. The 'pop and roll' interface is brilliantly intuitive!

More standard features include the ability to view various graphics modes, everything from animations (along with speed, loop and step frame controls) to images saved in all formats with auto AGA to ECS conversions on non AGA machines. It's also possible to play music and sound files and read AmigaGuide documents. InfoNEXUS' manual deserves praise too, as it lists each of the menus and icons in order, complete with detailed information. A big slap on the wrist for the numerous spelling mistakes and lack of index though.

But while the handling of datatypes and the 'pop and roll' system is user friendly, the package itself isn't as immediately configurable overall when compared to *DOpus 4*. If you want an alternative then you'll find InfoNEXUS a competent file manager which is probably best suited to either less frequent users who don't want the additional expense or features which *DOpus* offers, or small businesses requiring Envoy compatibility and/or those creating multimedia presentations who need CDXL compatibility and emulation. It will be interesting to see both how InfoNEXUS performs and compares to the updated *DOpus 5* to be reviewed next month. ■

Rik Skews



▲ **InfoNEXUS automatically downgrades AGA pictures for display on ECS machines.**

InfoNEXUS

A500 · A500+ · A600 · A1200 · A1500 · A2000 · A3000 · A4000

system requirements: 1Mb + memory, Workbench 1.3 or higher, Hard drive recommended

ease of use 82%
Configurations can prove tricky but otherwise it's simplicity itself.

performance 81%
Competent. Envoy network users in particular will love it.

value for money 86%
InfoNEXUS represents great value for money.

OVERALL
A strong challenger to Directory Opus. **82%**

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U349 LIBRARIES + DATATYPES
Do you ever need a library? Here's a collection!
U352 MAGIC WB v1.2P [WB2+]
The lastest version of the 8-colour icon replacer. Use this with our Extras disks for superb results!
U359 TELETEXT v1.20 [WB2+]
Create a teletext receiver with your Amiga.
U376 POWERCACHE v37.115 [WB2+]
Speed up your Hard Drive access with this cache program. Versions for 00, 020, 030 and 040.
U379 DESKTOP MAGIC v2.0 [WB2+]
This program allows you to assign sounds to Workbench functions like mouse clicking etc.
U401 SPECTRUM EMULATOR v2
Play Spectrum games on your Amiga. There are versions for the 00 and 020 processors.
U408 DISK SALV v2.31
This is the best disk/file repairer in the Public Domain. Undelete/salvage files and repair disks.
U414 DISK MANAGER v4 [WB2+]
Catalogue the contents of your disks. Thenyou are able to list them for your friends
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U448 DMS PRO v2.04 [WB2+]
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U467 T. U. D. E. v1.0D
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U479 MSDOS FOR AMIGADOS [WB2+]
Allows you to use the MS DOS commands on your Amiga. Also use the MSDOS star "*"
U480 HD GAMES INSTALLER
Install Jungle Strike, Aladdin, Mortal Kombat II, Ruff 'n Tumble and about 12 more!!
Does not remove copy protection.
U487 BIRTHDATE HISTORY v2.21
Check events that happened on your birthday!
U499 M.U.I. V2.3 [WB2+]
Create GUInterfaces. This program is recommended as it is needed for many programs such as Mosaic, TMA, Blitz Blanker and more.

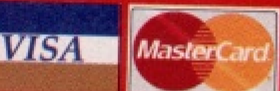
U501 GBLANKER V3.6 [WB3+]
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Play 16Bit modules/samples on your Amiga.
U510 FINAL FAX/SUPER DUPER v3.13
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U514 DISK STICK v1.1
A disk labelling program.
U516 TERMINUS v2.0E [WB2+]
Another decent modem communications package
U517 FINAL WRITER 030 PATCH
Excellent! A patch which turns the normal Final Writer into an optimised 030 version. Get this!!
U518 BUTTON MENU v1.23 [WB2+]
Create a menu system for your Amiga. Point, click and load your programs.
U519 SUPER VIEW v4.42 [WB2+]
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This utility is unique: It allows you to create card-sets for Klondike by using Image FX v1.5 or 2.
U527 FRODO [WB2.1+] [020+] [1MB+]
A new C64 emulator for WB2.1/WB3 users. Seems to be very fast and stable
U530 SPECTRUM EMULATOR v1.6B
This is the fastest spectrum emulator on the market. Used to be only available for AGA machines.
U532 ALL NEW FINAL WRAPPER v3
Final Wrapper was the utility that hit Final Writer users last year. This is the very latest version.
U533 CAR DATA ANALYST
Monitor and test your car's performance.

U543 TOOLS MANAGER [2 Disks][WB2+]
Allows you to have a "dock" of icons on Wbench.
U545 PRO GAMBLER v2.1
Ideal gambling/predictor tool.
U546 COP THE LOT PRO v1
A reasonable predictor for the National Lottery.
U547 TURBO CAT 2 [WB2+]
Latest version of the cataloging system. Allows you to choose a device (like a disk), catalogue it then print or store the files for future use.
U548 IMAGE DESK v1.40 [WB2+]
Allows you to thumbnail your pictures for easy viewing or to allow you to catalogue them.
U549 OCTAMED DEVELOP. KIT[WB2+]
Licenced developers kit for Octamed 4/5.
U550 VMM v3 [WB2+] [NEEDS MMU] [020+]
Virtual memory program.
U551 BUFF VIDEO TITLER [WB2+]
SUPERB 3D text video titler. Perform mini-animations with 3D text!
U552 ART PRO [WB2+]
A good image processor.
U553 GFX CONVERTOR v1.2 [WB2+]
Decent graphics convertor. Loads about 10 different file formats and saves GIF, ILBM, PCX, POSTSCRIPT, JPEG.
U554 SOUND BOX v1.97 [WB2+]
Coverts sound samples from IFF, RAW, WAV, MAESTRO, VOC, AIFF and MAUD to anyof the supported formats. ie. load in as IFF save as WAV or load as WAV andsave as IFF. Easy!!
U555 SMART FRACTAL
Fractal program for the Amiga.
U559 AMIGA ELM v5 [WB2+]
Amiga Electronic Mail readers/senders.
U560 DELITRACKER II v2.1 [WB2+] [2 D]
A great module player.
U564 EXOTIC RIPPER v3.1 [WB2+]
Superb module and sample sample ripper.
U565 IMAGE STUDIO v2 [WB2+] [2 Disks]
All new version 2. Loads of new features present in this: Arexx capabilities, speed increase etc.
U566 TERM v4.3 [WB2+] [3 Disks]
The best modem communications package.

U567 TERM v4.3 030 [WB2+] [3 D]
030 version of the modem package.
U568 LOTTERY WINNER V2.0 [WB2+]
Version 2 of the lottery predictor.
U572 VIRUS WORKSHOP V4.8 [WB2+]
Latest version of Virus killer.
U576 BLITZ BLANKER V2.5 [WB2+]
Blitz Blanker is another tool that requires the se[...] vices of MUI (U499). This is an excellent modu[...] lerised screen blanker similar to GBlanker.
U581 PAGESTREAM 3F>G PTCH [2 D]
This patch vastly improves Pagestream 3F. It gives you landscape non-postscript printing!
U586 MAGIC WB 1.3
Wow! The ability to use Magic WB ona WB1.3 machine - you need U352 also.
U588 PC-TASK V3.10
All new PC Task v3. Demo version. Also a patch to upgrade the full PC task v3 to 3.1.
U589 MP LOTTERY V2
This allows you to input all the winning numbers each month to see a corellation. One of the best Lottery programs around.
U591 ACCOUNTABILITY V2.2 [WB2+]
Superb accounts program.
U592 VARK CLI UTILS 7
All the latest CLI utilities here!
U593 PARNET HD
Latest version of the Parnet connector.
U594 AMIGA FAX V1.42 [WB2+]
Amiga Fax allows you to send and receive faxes from your Amiga. Latest version.
U595 EASY LIFE V1.10 [3 DISKS]
A set of AMOS extensions
U600 OCTAMED PRO v6 [WB2+]
A superb demo of the newest version of the popular music sequencer/editor.
U601 SPONDULIX MARK 5 [WB2+]
An excellent finance program.
U602 MAGIC EYE KIT [3 DISKS]
This kit allows you to produce your own Magic Eye streograms. Using Magic Eye v1.4 you can use the images and source images from the disks or from the superb Illusions in 3D CDROM



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Call for Credit Card Acceptability

DEMOS

D088 MADONNA "SEX" DIGIPICS [3 DISKS]
Madonna in all her black and white glory!
D112 AXIS "BIG TIME SENSUALITY" AGA [2D]
must be in the all time wanted list!
D122 COMPLEX "REAL" AGA
the best AGA demo from Complex
D130 FAILIGHT "LOVE" AGA [2 DISKS] [2MB]
another popular demo by Virtual Dreams
D135 POLKA BROS. "ARIEL ULTRA" AGA
D136 POLKA BROS. "GEVALIA" [1MB]
a superb non-AGA demo. Get this!
D142 RAGE "MAXIMUM OVERDRIVE II" AGA [3D]
wow! This is great and lasts for ages
D148 URBAN "SOME JUSTICE '94" AGA
this has a superb soundtrack. Must be heard!
D158 REBELS "SWITCHBACK" AGA [2 DISKS]
one of the best AGA demos this month
D168 DUPLO "MY MAMMA IS A VAMPIRE" [2D] AGA
an excellent, very long demo from Duplo
D169 FREEZERS "WIT PREMIUM" AGA
The best AGA demo from November - get this!
D177 DIGITAL "ETERNAL MADNESS" [AGA] [2 DISKS]
released after the party, very nice! **[1MB FAST RAM+]**
D178 VIRTUAL DREAMS "PSYCHEDELIC" [AGA] [3 D]
voted 2nd at the party. Outstanding routines! **[HD only]**
D179 POLKA BROS. "THE PREY" [2 DISKS]
wow! The very best tunnel-sequence ever! Amazing.
D180 OXYRON "KILLING TIME" [AGA] [4 DISKS]
get this to see the 4096 colour "Rot-Zoomer"!
D183 IMPACT "IN A WORLD OF ASCII"
very, very original! Buy it and be impressed!
D185 POLKA BROS. "VISIONS IN BLUR" [4 DISKS]
loads of spot-on, great effects in this new demo!
D186 OXYGENE "INDIGO" [2 DISKS]
reasonable demo with a great tunnel sequence
D188 SANITY "ROOTS"
the routines in this are decent. Some nice effects.
D189 ANDROMEDA "NEXUS 7"
voted 1st at the Party 94! Absolute must!
D190 REBELS "WHAMMER SLAMMER" [AGA] [3 D]
Rebels produce superb demos! This is no exception!
D191 BOMB "MOTION ORIGIN 2" [AGA] [2 DISKS]
has the best Doom part ever! Irrisistable demo!
D192 ASYLUM "ZEROS & ONES" [AGA]
quite a good, all round demo from these guys.
D194 TRADEGY "STRUSJE GETS SCREWED" AGA
not my favourite at all, but 90% in CU Amiga?!?
D195 ABYSS "DOVE" [2 DISKS]
a pretty good demo from the Party '94.
D196 TRSI "THE CUBIC DREAM" AGA [2 DISKS]
Best demo this month. A definite must have!
D203 MYSTIC "IMPOSSIBLE IMPOSSIBILITY" [2 D]
Winner of the Primavera party 95. Get this!
D204 TRSI "ANHALONIUM LENINI [AGA]
Quite a decent demo from TRSI, this time!
D205 THE INTERCEPTORS "BLUE"
Another demo from the Primervera Party 1995. Not bad.
CALL FOR DEMOS FROM THE GATHERING 1995
- all will appear on the Zoom CD if Party still on -

GAMES

GM11 MEGABALL AGA
a very good (probably the best) bat and ball game
GM41 TETRIS DUEL AGA
probably the best Tetris program there is
GM60 BAZZA AND RUNT AGA
wow! This platform game is a must!
GM67 BLACK DAWN II
GM75 SCRABBLE
GM78 STARWOIDS [1MB] [2 DISKS]
thrust and oids mixed - very addictive game
GM88 MONOPOLY v1
GM97 TOP HAT WILLY
an Amiga "Jet Set Willy" rip-off. Addictive!
GM105 DYNAMITE WARRIORS 2
GM111 IN THE DEAD OF THE NIGHT [3 DISKS]
a decent game similar to "Wing Commander"
GM112 PUCMAN WORLDS
GM114 FLAMING ENGINES
Another decent car racing game.
GM118 CHANEQUES [2 Disks]
yes, two please!! A Lemmings type game. Direct your little man (with different skills) to the end.
GM123 MEGABLOCK V2
one of the best Tetris games on the Amiga.
GM125 KELLOGS LAND [AGA]
WOW! The very best PD platform game ever!
GM126 SUPER MEGA FRUITS
a good Fruit Machine game.
GM127 ZAXXON
superb! The C64 classic now comes to the Amiga!
GM130 FISHY FISHY
eat the small fish, avoid the sharks and grow!
GM132 SAMURAI SHOWDOWN [AGA]
this is an amusing Street Fighter clone. Good!
GM133 HYPER RACE [2 DISKS]
another super-sprint clone. Multi-player racing.
GM136 CYBERMAN
wow! A 3D pacman clone. Very decent indeed.
GM138 INTERNAL COMBUSTION
great skidmarks-esque multi-player racing game
GM141 MADHOUSE [2 DISKS]
a graphical adventure game
GM147 DELUXE GALAGA v2.51
must be the best PD shoot-em-up ever made!
GM148 CLASSIC PUCMAN
classic Pacman as it was originally designed
GM149 AMIGA DEMON v1
poker card game for the Amiga
GM150 ROCKETZ V2.25 [AGA]
superb AGA only 2-player thrust/shoot-em-up game
GM151 INFECTION
very hard to explain. 4-player game with playability
GM152 JUMP 'UM
guide Spud through the levels to reach his cheque
GM153 BOING V3
decent thing-on-a-spring type platform game
GM157 MASTER BLASTER
similar to Dyna-warriors - 2 player bomb game
GM158 THINK A MANIA [WB2+]
superb snap game with excellent graphics
GM159 SIMON
simple simon game - remember those flashing lights

GM161 OOZE AGA [2 DISKS]
ooze is sooo addictive. 2 player infection game!
GM162 OOZE ECS
GM164 CYBERGAMES [2 DISKS]
excellent! A street-fighter clone with gore! This is probably the best beat-em-up games in the Public Domain.
GM165 PUNTER v1.0
Animated horse racing betting game.
GM166 GRAVITY FORCE 2
Compulsive 2 player split screen blaster. Great!
GM167 ACE THE SPACE CASE
Top notch platform romp, commercial standard.
GM168 SCAVENGE [WB3+]
2 player split screen blaster set within a maze. Good graphics and extra weapons pick ups.
GM169 MASH
Similar to Team 17s new Wormz game. A subtle cross between Lemmings and Cannon Fodder.
GM173 POWER WALLS
a decent bat 'n ball game
GM174 TANKS!
excellent tank-war sim
GM175 NICKY 2
is a colourful platform game
GM176 ALIEN GENOCIDE [2 DISKS]
erm. A Operation Wolf clone?
GM177 ISLAND
a little like populas - hotel type game
GM178 DOOMER (AGA) (HD ONLY)
a good Doom clone for the Amiga
GM179 SLIDER AGA
little puzzle game for AGA only
GM180 CARNAGE
blood, guts and gore and more!
GM181 MASTERMIND
GM183 PSSST AGA
remember Psst on the Speccy? Well this is the Amiga version!
GM184 SCREECH
another car racing game
GM185 BOARD GAMES
cluedo is the main game here
GM186 GLASSBACK II
GM187 FEARS 2 AGA
wow! Much better. This is a demo of the finished commercial version! More aliens.
GM188 CARD GAMES DELUXE [3D] [2MB]
at last! A program that allows you load and use your Klondike cards! Blackjack and another on here
GM190 BEETLE
GM191 CHILD MURDERER AGA [3D]
not as bad as it sounds! A graphical adventure to solve the mystery to clear your name
GM192 CHILD MURDERER ECS [2 D]
ECS version of the above
GM193 SPRINGTIME
GM194 BATTLE DUEL AGA [AGA]
battle duel is a SUPERB multi-player artillery type game. Aim your turret, choose a weapon and shoot a tank. The graphics on this are amazing.
GM195 BATTLE DUEL ECS [WB2+]
ECS version of the above.

KLONDIKE III

These cardsets can be used within Klonidike II or III, and also loaded into the games on "Card Games Deluxe".

ART CARDS
ANIME CARDS
CINDY CRAWFORD CARDS
BORIS HAJIME CARDS
FACES CARDS
SANDMAN CARDS
STARTREK "ORG" CARDS
X-MENFAST CARS
EMPIRE STRIKES BACK
RETURN OF THE JEDI CARDS
DR. WHO CARDS
MARILYN MONROE
BETTY PAGE CARDS
ELLE MCPHERSON CARDS
IRON MAIDEN CARDS
PERIHELION GAME CARDS
STAR WARS CARDS
SWIMSUIT CARDS
RANMA CARDS
SAILOR MOON CARDS
DUNGEONS AND D'S CARDS
FACES 2 CARDS
ORIENTAL GIRLS
BORIS VELLEJO CARDS
BIKINI CARDS
FRACTAL CARDS
DRAGONLANCE CARDS
RIPPING YARNS CARDS
SHERILYN FENN CARDS
LION KING CARDS
BEAUTY CARDS
ARCHILLEOS CARDS
HEROINE CARDS
CINDY CRAWFORD 2 CARDS
PHOTOCD CARDS
ELLE MCPHERSON 2 CARDS
STAR TREK "TNG" CARDS
SPACE CARDS
PRETTY WOMEN CARDS
NORMAL CARDS
FLOWERS CARDS
AMIGA ART CARDS
MARILYN MONROE 2 CARDS
ROSES CARDS
HIRED CARDS
ELLE II CARDS
PLAYBOY CARDS
KYLIE MINOGUE CARDS
DRAGONSLAIR CARDS
NIGHT BEFORE XMAS CARDS
NBA CARDS
OCEAN CARDS
SHERILYN SEYMOUR CARDS

CARD DISKS ONLY 99P!

Klondike III [AGA] [3MB+] [HD] **£3.96**

MAGIC WB EXTRAS

Accept no alternatives! Accept only the best and quality oriented Magic Workbench Extra disks. These contain icons, backdrops, drawers and much much more! There is a Magic WB section on the Zoom CD with 20MB+ data - it contains all the extras disks and much much more! All ready to view, ready to copy to your hard drive.

Magic WB Extras volume 1	[2 Disks]
Magic WB Extras volume 2	[2 Disks]
Magic WB Extras volume 3	[2 Disks]
Magic WB Extras volume 4	[2 Disks]
Magic WB Extras volume 5	[2 Disks]
Magic WB Extras volume 6	[2 Disks]
Magic WB Extras volume 7	[2 Disks]
Magic WB Extras volume 8	[2 Disks]
Magic WB Extras volume 9	[2 Disks]
Magic WB Extras volume 10	[2 Disks]
Magic WB Extras volume 11	[2 Disks]

only £1.98 per volume or £19.99 for all 22 Disks!

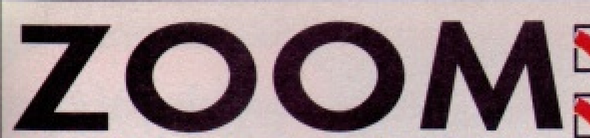
BITS 'N BOBS

Bodyshop 8 AGA [2 Disks]
Sherilyn Fenn Slideshow AGA
Phoebe Cates Slideshow AGA
Erika Slideshow AGA
Niki Taylor Slideshow [2 D] [AGA]
Tiny Toons Clipart
NFA Big Girls II AGA [3 Disks]
Global Facts [2 Disks]
X-Files Guide
GCSE Maths Exam Papers
Project UFO [6 Disks]
Travel Guide [2 Disks]
UFO : Finding Truth [2 Disks]
UFO : Finding Truth 3
Aliens Confidential 2
Aliens Multimedia 3 [AGA] [9D]
Weather Guide [3 Disks]
Deadlock 9 Magazine
Lucifers "Unholy Innocence" [2D]
Lucifers "Wicked Grimoire"
Lucifers "Book of Shades" [2D]
Star Trek Guide [6 Disks]

F1 LICENCEWARE

F1-14 TOTS TIME Ideal for younger users	£3.99
F1-44 BLACKBOARD v3 Essential Image processor	£5.99
F1-50 GUIDE TO AMOS v2A must for every AMOS user	£4.99
F1-51 INTRO TO WBENCH Guide to Workbench & DOS	£4.99
F1-56 GIDDY 2 Sequel to Giddy.	£3.99
F1-62 JUNIOR ARTIST Learn how to draw	£3.99
F1-66 G.R.A.C. Graphical Adventure Creator	£4.99
F1-68 AQUANAUTA superb game. Get this!	£3.99

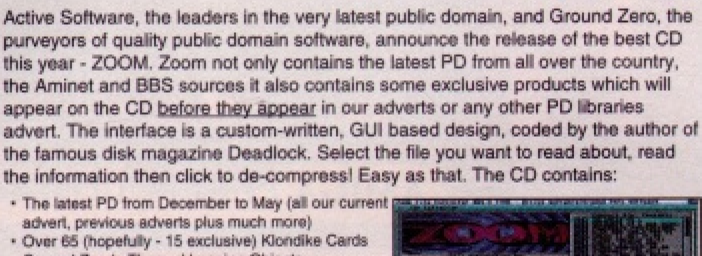
Full F1 Range in Stock!





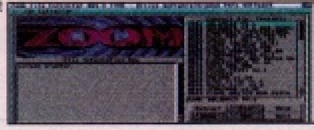
- Easy-to-Use Interface
- Very Latest in PD
- Suitable for all Amiga Owners and any Amiga

A CD-ROM collection with over 500MB's of the very latest and greatest Amiga public domain from the libraries of Active Software and Ground Zero Software



Active Software, the leaders in the very latest public domain, and Ground Zero, the purveyors of quality public domain software, announce the release of the best CD this year - ZOOM. Zoom not only contains the latest PD from all over the country, the Aminet and BBS sources it also contains some exclusive products which will appear on the CD before they appear in our adverts or any other PD libraries advert. The interface is a custom-written, GUI based design, coded by the author of the famous disk magazine Deadlock. Select the file you want to read about, read the information then click to de-compress! Easy as that. The CD contains:

- The latest PD from December to May (all our current advert, previous adverts plus much more)
- Over 65 (hopefully - 15 exclusive) Klondike Cards
- Ground Zero's Themed Imagine Objects
- All the Pro Disk Packs - including 10+ NEW Packs!
- Gathering '95 Demos [If Party is still on!]
- Some Exclusive and New AGA Slideshows



all this Amiga PD for only... £19.99

PRICE BREAKERS

Here is a selection of compact discs that are either on sale, "shop soiled" or very slightly case-damaged. The markings are sale [S], soiled [O] and [C] for case-damaged.

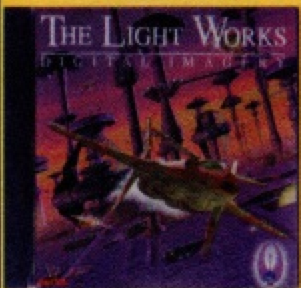
PLEASE CALL BEFORE MAKING YOUR ORDER!

Giga Graphics [O] [1 Copy Only]	£29.99
Visions [O] [2 Copies Only]	£18.99
LSD Compendium 1 [S]	£12.99
AMOS CD [S] [1 Copy Only]	£12.99
Hottest 4 [S]	£14.99
LSD Compendium II [O] [1 Copy Only]	£14.99
Gamers Delight [O] [1 Copy Only]	£16.99
Demomania vol.1 [O] [1 Copy Only]	£15.99
Sentimental Wings [S] [1 Copy Only]	£18.99
CDPD IV [S]	£8.99
Pandoras CD [S] [1 Copy Only]	£1.99
Aminet Set vol.1 [C] [3 Copies Only]	£19.99

AMIGA/PC CD-ROM SOFTWARE



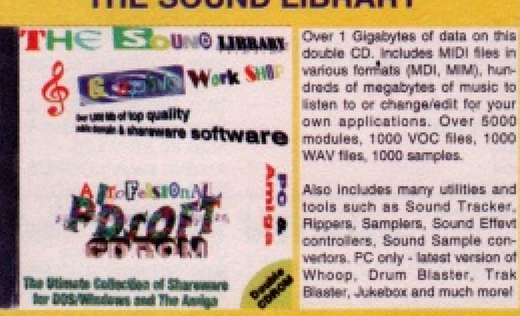
THE LIGHT WORKS



The Light Works CD is a master piece from the greatest raytracer of them all: Tobias Richter. The Light Works contains mainly objects created by Tobias Richter along with many surface textures, reflections and Imagine material. For the amateur there is plenty of material here to help you: more than 100 rendered pictures and animations demonstrate what is possible with these objects. There is also a demo version of Maxon 4D to load in the objects. You can use the objects for your own use or pictures for backgrounds etc.

AMIGA/PC **£34.99**

THE SOUND LIBRARY

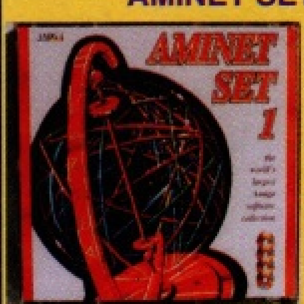


Over 1 Gigabytes of data on this double CD. Includes MIDI files in various formats (MDI, MIM), hundreds of megabytes of music to listen to or change/edit for your own applications. Over 5000 modules, 1000 VOC files, 1000 WAV files, 1000 samples.

Also includes many utilities and tools such as Sound Tracker, Rippers, Samplers, Sound Effect controllers, Sound Sample convertors. PC only - latest version of Whoop, Drum Blaster, Trak Blaster, Jukebox and much more!

AMIGA/PC DOUBLE CD **£18.99**

AMINET SET vol. 1



The Aminet Set has been the number one selling CD for the last month, so get your copy now!

This is a "quad-pack" CD which contains the entire contents from Aminet vols. 1 - 4. That's four CD's for under £30! Over 4 gigabytes of software on this CD-rom.

Aminet 5 £14.99

Pre-order Aminet 6 (June/July 1995) for only £12.99. Sent on release.

AMIGA/PC QUAD CD PACK **£24.99**

UTILITIES 1-1500

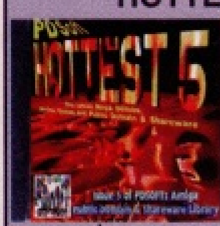


The utilities 1-1500 CD contains the very best utilities and tools from PD Soft's library (mainly during 1994).

Education, business, sound utilities, hobbies, emulators, programming, printer tools, virus killers and much more!

AMIGA **£17.99**

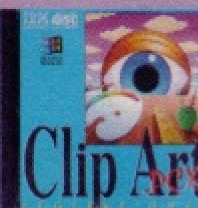
HOTTEST 5



Hottest 5 contains some of the very best games, demos, utilities, animations, slideshows and more from October to early February this year. This CD also comes with a 50-page black and white booklet and BBS support on the compact disc itself.

AMIGA **£18.99**

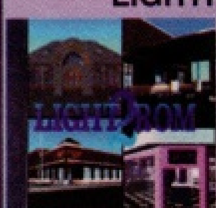
PRO IFF/PCX CLIPART II



The Professional IFF and PCX clipart CD volume two is another in the range of excellent clipart CD's from PD Soft. Many, many areas on this CD including cultural images, insects, natural images, dogs, cats, horses, boats. Comes complete with a 250-page booklet!

AMIGA/PC **£18.99**

LIGHTROM 2



Contains even more objects, textures etc for Lightwave and Imagine.

Full details unknown at time of going to press - call for further details!

AMIGA/PC **£34.99**

GFX SENSATIONS



This CD is a collection of the very best graphics tools, 24 Bit images, animations and a huge collection for Imagine users: Anatomy, Animals, Building, Computers, Fonts, Food, Logos, Phones, Space, Sports are a few categories. Superb collection!

AMIGA/PC **£18.99**

LSD COMPENDIUM II



This is a strange CD. Not in a bad way of course! It contains some elusive software that never makes an appearance on other compact discs. There is a lot of "Aminet" material on here but other than that if you need that elusive utility then this is the place to look.

AMIGA **£17.99**

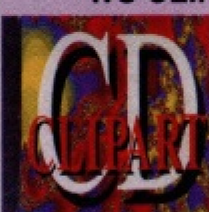
GOLD FISH I or II



Fred Fish has been serving the Amiga PD market since inception, in 1985. His utility disks were very popular and has led onto these two gold compendiums. Really, you can't go wrong with these. Very well compiled, easy-to-use and you are guaranteed quality products.

AMIGA DOUBLE CD **£24.99**

WS CLIPART

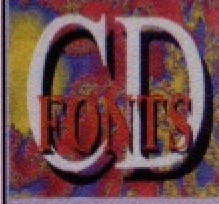


Must be nearly third in the most popular ever CD produced.

Contains megabytes of B/W IFF bitmaps, colour IFF, proclips, EPS, Pagesetter, Pagestream, IMG, Corel Draw and coloured brushes for Deluxe Paint. Bargain!

AMIGA/PC **£8.49**

WS FONTS

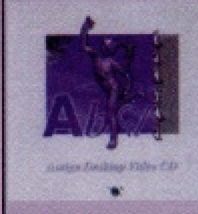


Another popular Wierd Science CD.

This CD contains 2000+ Adobe and CG fonts, some PS fonts, 500+ bitmap, 190 coloured, 240 IFF, 139 Pagestream, 24 Prodraw, 500 Truetype, 132 PCX, 300 GDOS and more!

AMIGA/PC **£8.49**

AMIGA DTV



Many original textures start this CD. Backgrounds in JPEG format, over 200 colour anti-aliased fonts, 3D object data for Lightwave, Imagine and Scuplt. It also contains many up-to-date utilities such as Main Actor, Ham Lab, Fracint, Anim players and more.

AMIGA **£13.99**

ASSASSINS GAMES



The Assassin's have produced some classic compilations throughout the past few years, cramming as many games as possible on one disk. Well, now all the first 200 disks are present on this compilation. All the games are ready-to-run from the CD. Another excellent CD!

AMIGA **£17.99**

SPECCY SENSATIONS



Remember when life seemed to be so much easier. Forget the "future" consoles - the Spectrum is KING!

Relive the old days with the classic games. Emulators for PC, Amiga and Macintosh computers.

AMIGA/PC/MAC **£14.99**

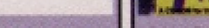
GIGA GRAPHICS



Giga Graphics is the ULTIMATE collection of graphics for the Amiga. Over 10,000 images on this quad-pack CD.

All images are in 24 Bit and HAM 8.

Superb price for 4 CD's!



AMIGA QUAD CD **£34.99**

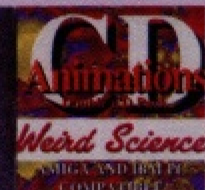
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94% AF



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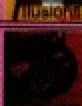
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Shareware cat disk maker
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3D cons kit disk mag
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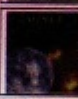

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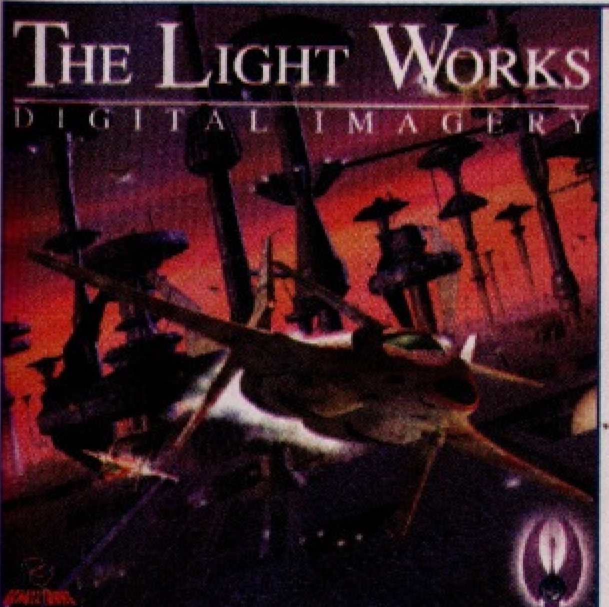
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CD-ROM Round up

Andy Leaning discovers something old, something new and something blue in this little lot ...



The Light Works

Tobias Richter is one of the most famous Amiga 3D artists there is. Now, thanks to this CD, you can sample his work and create your own images based around his 3D models. The Light Works CD contains many 3D objects and surfaces created by Tobias, in *Cinemana 4D, Reflections* and *Imagine* formats. The emphasis is on science fiction and space craft. There's also a large collection of pictures and images already rendered that show what can be achieved with the data files on the disc. *And* there's some animations on the disc as well.

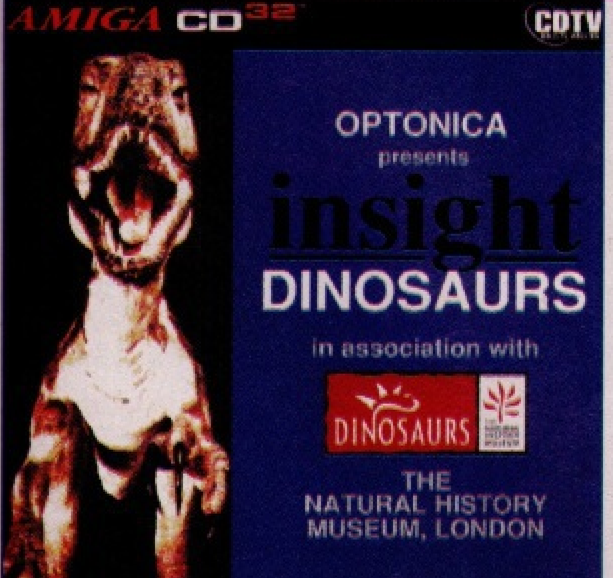
In addition to the artwork from Tobias there is a huge collection of PD objects, textures and images. These are not as good as those from Tobias but they are still worth a look. As an added treat there's a demo version of the hot 3D rendering program *Maxon Cinema4D* on the disk.

If you're into 3D rendering this disc is worth a look simply for this demo alone. For owners of *Imagine* and *Cinemana 4D* this is a must have, although its high price prevents it from getting a CU Amiga Superstar award.

17 Bit, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: 01924 366982. Price: £39.99.

AMIGA MAGAZINE

88%



Insight Dinosaurs

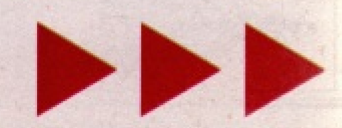
We have already looked at this disc but that was before CD technology took off on the Amiga so a lot of new CD owners won't be aware of it. It's one of the better discs available so it's worth a second look.

Insight Dinosaurs was created by Optonica in conjunction with the white coated bods at the Natural History Museum. As such it's probably the most authoritative reference CD about Dinosaurs on any platform. Everything you could want to know about the scaly skinned ones and their environment is here. This includes an A-Z of Dinosaurs, their anatomy, attack and defence behaviour, the climate, fossil hunting time lines, and continental shifts.

This disc is wonderfully well put together. The information is accessed in a variety of easy and simple ways.The text is interesting to read and surrounded with colourful illustrations, graphics, and video. All this is complemented with clearly narrated sound and audio effects. For reference purposes Insight Dinosaurs is brilliant. And there's a kiddy's Dinosaur paint package, puzzler and quiz thrown in as well!

Optonica, 1 The Terrace, High Street, Lutterworth, Leicestershire LE17 4BA. Tel: 01455 558282. Price: £34.99.







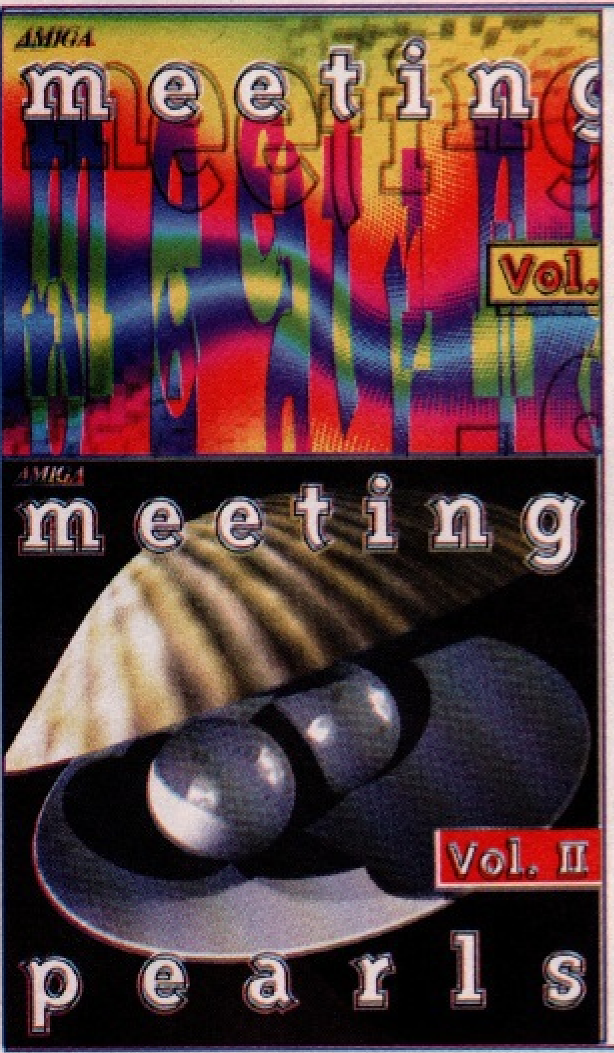
Compendium Deluxe Vol 2

Compendium Deluxe Volume 2 is packed with demos, games, utilities, disk magazines and comms utilities all of which are quickly and easily accessed thanks to an Amiga Guide menu system.

One section of note is dedicated to programming, including *ARexx, C* and *AmigaE* files. Another nicety is the clear warning that you'll need an AGA based Amiga to access many of the programs and animations. It's nice to see someone thinking ahead and warning these users in advance they they will have problems using the disk. This message is also followed up by a warning that the disc contains disk magazines using explicit language. It's good to find a PD company with a sense of responsibility. The disc does contain quite a lot of new material and as such it doesn't suffer as much in comparison to Aminet Set 1 (reviewed April '95) collection as Meeting Pearls. However if you're looking for a CD pack to give you a mass of programs the Aminet Set 1 still wins purely on the basis that it includes so much. However as a sample of what typical PD CDs offer this is a good selection.

PD Soft, 1 Bryant Avenue, Southend-on-sea, Essex SS1 2YD. Tel: 01702 466933, Price: £19.99.

AMIGA MAGAZINE 78%



Meeting Pearls 1 and 2

Meeting Pearls one and two are sold separately but both have similar contents, so it's worth mentioning the two of them in this review. They are both collections of shareware programs, useful information, pictures and sound files. All pretty standard stuff really.

So what make them special, if at all? What is worth noting about them is that the software on them can be run immediately (without any decompressing); a simple touch which I'd like to see adopted by more CD compilers.

The biggest difference between Volumes 1 and 2, apart from the varying content is the user interface. Volume 2 features a better smoother user interface and file finding tool, which allows you to hunt down files quickly and easily. Once you've used this easy control method to get the file you want all you have to do is copy the files to a hard drive. It's as easy as falling off the top of the wardrobe (If you say so Andy _ Ed).

On the subject of content, both discs fare well, although if you're looking for a comprehensive collection of PD and shareware software, the huge four disc Aminet collection is probably a better choice. Fractal images are in plentiful supply, although most of these are still screens. Surely we could have had some massive fractal zoom animations with all of that CD space?

The pictures and sound files included here are of reasonable quality but not outstanding. There are several interesting programs on here that I haven't seen before, and a collection of HTML pages from the Internet.

In short Aminet Set is better simply because it has far more information, but as a one disc, low cost, source of interesting and unusual Amiga shareware this is a good alternative.

Weird Science, 1 Rowlandson Close, Leicester, Leics. LE4 2SE. Tel: 0116 234 0683. Price: £19.95.

AMIGA MAGAZINE 78%

OPTONICA

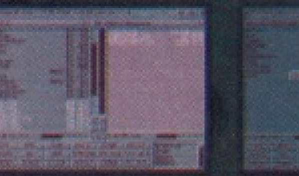

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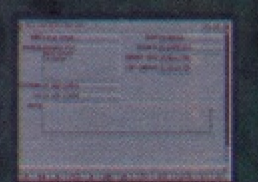




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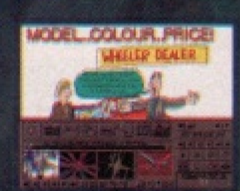


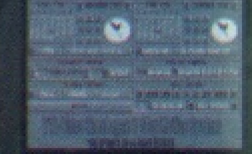


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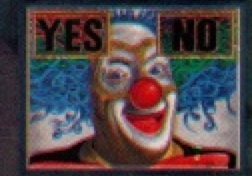
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CD32 - CDTV - A570
87% AMIGA FORMAT MAGAZINE
88% AMIGA USER INTERNATIONAL MAGAZINE


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INSIGHT:TECHNOLOGY

INSIGHT:Technology, lavishly produced by Optonica and published by Commodore, gives a fascinating look at modern technology with pictures, animations, photos, video, narration, text, music and sound effects, over 260 topics in all from the ball point pen to the space shuttle.





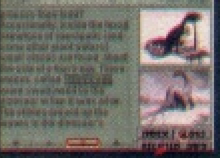
CD32 - CDTV - A570
87% AMIGA FORMAT
91% CU AMIGA


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INSIGHT:DINOSAURS

INSIGHT:Dinosaurs is the second in the INSIGHT series, a lavishly produced, highly acclaimed tile, rich in multimedia. Produced in association with the Natural History Museum, London, one of the world's leading Dinosaur centres of excellence, you can be assured that Dinosaurs is both technically correct and produced to the most exacting standards. Also features: DinoPaint, DinoQuiz and DinoPuzzle. INSIGHT:Dinosaurs has had the best reviews of any CD32/CDTV reference title so far (lowest mark 88%!), see for yourself why.





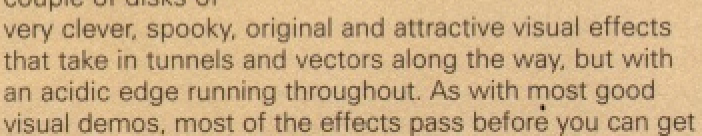
CD32 - CDTV - A570
92% FORMAT GOLD AWARD
91% CU AMIGA (TOP RATED)
96% CDTV USER GROUP NEWS
90% COMPUTER SHOPPER

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PD Scene

All the latest public domain demos, games and oddities as selected by our finger on the PD pulse man Tony Horgan.

Deep
AGA demo



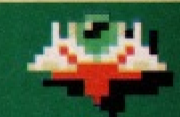
This is one of those demos that you can't really describe by reeling off a list of effects, because then it would sound just like any other demo. What you get is a couple of disks of very clever, spooky, original and attractive visual effects that take in tunnels and vectors along the way, but with an acidic edge running throughout. As with most good visual demos, most of the effects pass before you can get into them properly, but I suppose that's better than staying around until they get boring. There's also a decent soundtrack, that uses jungle breakbeats and techno sounds in a laid back kind of a way, instead of coming across as a second rate gabba tune. Good stuff.

Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £2.00 plus 50p post and packing. Requires extra RAM.



90%

Blast 'em
game



"That's a bit crap", said a passing observer as I shot up a few aliens in *Blast 'em*. "Yes, but it's only going to cost a couple of quid, it's PD," I replied. However, further investigation revealed *Blast 'em* to be a licenseware game, selling for over a fiver. For that I'd expect a bit more than this simplistic *Galaga* variant. Even so, it's quite playable in short bursts, and would partially satisfy anyone craving a new shoot 'em up.

Available from: Hornesoft PD, 23 Stanwell Close, Wincobank, Sheffield, S9 1PZ, England. Tel:01142 492950. Price: £4.99 plus 70p post and packing.



60%

Itchy and Scratchy 2 & 3
animations





Re-animated from their TV originals, Itchy and Scratchy are now available on your Amiga. Volume 2 is a single disk, containing the Kitty Kitty Bang Bang episode. Digitised music and sound effects accompany the re-drawn animation. Volume 3 follows suit, with the Germs of Endearment episode. If you like a bit of over the top cartoon gore, check them out. Both disks are available separately.

Available from: OnLine PD, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335. Price: 75p per disk plus 75p post and packing.

80%

Manual Override
AGA demo

Subacid have come up with a good selection of new and unusual effects. Bear with me while I try to describe a few of them. First of all there's a sequence of tracer trails, interspersed with some weirdo pictures. Variations on the plasma theme follow, filling the screen with variously colour wobbly bits. Finally there's a looping 3D animation of a puppet having sex with the Subacid logo. There's not a lot too it, but what's there is fun.





Available from: Freestyle PD, 108 Woodside Way, Short Heath, Willenhall, West Midlands WV12 5NH. Tel: 01922 710985. Price: £1.00 plus 50p post and packing. Requires extra RAM.

80%

Aberrations
AGA demo

Most of this one is pretty tame stuff, but between the 3D dot patterns there's some good plasma fractal zooms. It's just a shame you can't home in on the good bits and cut out the rest. Fans of The Grid may enjoy the noisy sample loop from Rollercoaster.

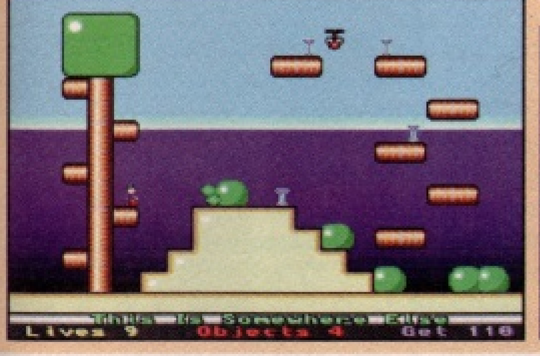
Available from: Mon PD, 9 Lon y Wylan, Llanfairpwll, Ynys Mon, Gwynedd LL61 5JU. Tel: 01248 714 591. Price: £2.00 plus 50p post and packing.

64%

Jet Set Willy 3
game

If you're the kind of person who likes games from the mid 80s, I bet you've got a lot of PD games in your collection. In that case, here's another one for you. It's the unofficial follow up to *Jet Set Willy 2* (in case you hadn't realised), and continues in the flip-screen platform format of its forerunners. Innovations are in short supply, and the gameplay is well past its sell by date, but if you like competent but dated platform games, don't hesitate.

Available from: Sadeness PD, 13 Russell Terrace, Mundesley, Norfolk NR11 8LJ. Tel: 01263 722169. Price: £1 including post and packing.





69%

Cyberman
game

Imagine *Pacman* in 3D. That's *Cyberman*. The full screen display shows a first person perspective view of the maze, and a plan view is also included in the top corner to help you keep your bearings. The game remains faithful to the original *Pacman*, apart from the additional jump feature for when you come face to face with a nasty. It runs surprisingly smoothly on unaccelerated Amigas, so don't assume you need a 68030 to get any joy out of it. However nice it may be, it's still *Pacman* though, so unless you're a real *Pac*-freak, you'll find its appeal wanes pretty soon.

Available from: Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3. South 4, Pitch 121. Tel: 0151 259 4017. Price: £1 including post and packing.



65%

Titanic II
disk book

You may remember some time ago we looked at the original version of this disk book devoted to the Titanic. This new updated version doesn't add significantly to the first, but fixes a few bugs and slips in a quiz and a few more sections. If you got it the first time round, stick with what you've got, but otherwise Titanic fanatics should snap it up.

Available from: Paul Thompson, 7 Queens Road, Formby, Merseyside L37 2HF. Tel: 01704 872868. Price: ££4.99 including post and packing. Upgrade from version 1: £2.49 (return the original disks). State the Workbench version of your Amiga when ordering.







80%

Dream³
AGA demo

Although there's nothing particularly new here, the effects are still well worth a look. Feedback zooms, expanded ray traced animation loops, starfields, vectors (yawn)... it's all here. You'll need to disconnect any RAM expansions from the A1200 before you run this two disker, which is a bit of a pain, but give it a shot anyway.

Available from: Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3. South 4, Pitch 121. Tel: 0151 259 4017. Price: £2 including post and packing.



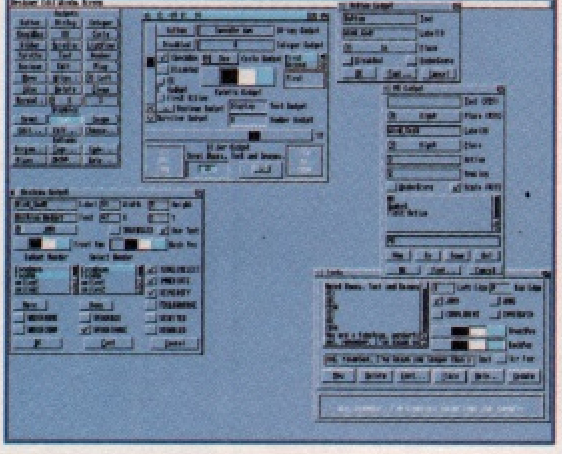
70%

PD Utilities

Amongst the swirling mists of time, David Cassidy spies some very serious public domain.

The Designer 1.42
interface constructor

Setting up a user interface can be a real pain if you don't use something such as *Designer*. It's like an art package but instead of drawing graphics, you use it to set up systems of windows, menus and images, and mouse and keyboard controls. This can then be used as a front end for your own presentations.



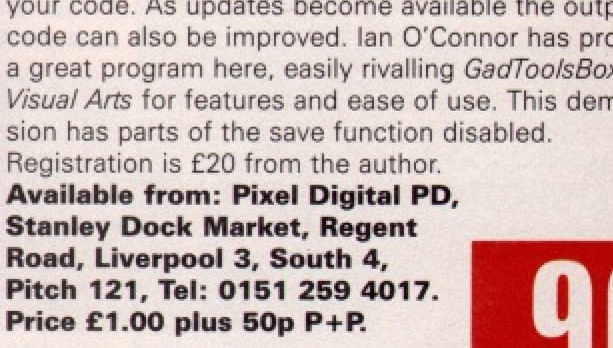
▲ Designer – a must for setting up a user interface.

Once you've finished, the interface can be saved out as either *Pascal* or *C* code.

Designer gives you access to intuition routines that were previously only available to programmers. The WB3.0 NewLookMenu types can also be included in your code. As updates become available the output code can also be improved. Ian O'Connor has produced a great program here, easily rivalling *GadToolsBox* and *Visual Arts* for features and ease of use. This demo version has parts of the save function disabled.

Registration is £20 from the author.

Available from: Pixel Digital PD, Stanley Dock Market, Regent Road, Liverpool 3, South 4, Pitch 121, Tel: 0151 259 4017. Price £1.00 plus 50p P+P.



90%

jpegAGA 2.1
picture viewer

JPEG or JFIF files can be displayed using programs such as *FastView* or *FastJPEG* but *jpegAGA* claims to produce images of much better quality. It does this by using colour maps (.map files) which can be created using utilities included on the disk.

Images can be scaled to fit your screen choice (also fully configurable, including PC modes) and JPEG files can be created or decompressed using programs in the package.

It's a powerful program and needs a 68020 or faster processor, AGA chip set and OS3.0 or higher.

Some functions also require an FPU. As it uses the unadulterated Independent JPEG group source code (version 5A) it's also much slower than its counterparts, but the results are superior.

Finally, Gunther Rohrich, the author, is looking for co-developers and beta-testers. If you are interested check the on-disk documentation for details.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH, Tel: 01924 366982, Disk No. 3592. Price £1.50 plus 50p P+P.

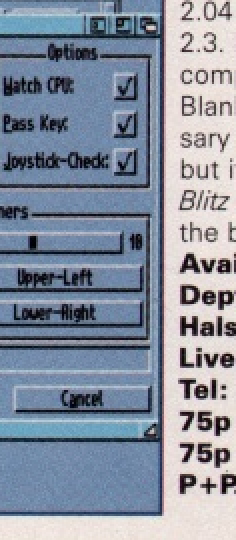
86%

Blitz Blanker 2.5
screen blanker

Monitor burn-in (where an image that has been on your screen for too long burns into the screen permanently) is a very rare occurrence amongst home computer users, as they tend to use a variety of different software packages. But the screen blanking business is huge. PC owners pay money for these packages, but then they pay money for Windows so we shouldn't be too surprised.

Blitz Blanker is good for several reasons: it's light on your CPU and intelligent in this respect too, so if your Amiga is working hard the blanker will make concessions to lighten the load a bit, it supports graphics cards (tested with *Picasso 2* and *Piccolo*), it has an *ARexx* port and it's modular.

The range of blankers themselves is excellent, including the usual fireworks and clocks, but there are also cuter ones, like a nice spinning Amiga 'tick' logo. It requires Kickstart 2.04 and Magic User Interface 2.3. Installation and usage is a complete doddle too. Blanking may not be necessary for many Amiga users, but it's mildly entertaining – *Blitz Blanker* is one of the best.



▲ Stop monitor burn in with Blitz Blanker.

Available from: Online PD, Dept CU, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335, price 75p plus 75p P+P.

80%

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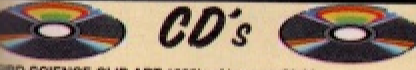
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...3-G525 (3 DISKS) **CHILD MURDERER ECS** The above adven... game for non-AGA Amiga's. Avoid is easily scared. Not WB 1.3.
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...9 **SCORCHED TANKS 1.85** Brilliant and addictive Artillery game ... 1 to 4 players. Mamouth amount of weapons.
...0-G552 (22 DISKS) **JACK NICKLAUS ULTIMATE GOLF ...URSES** Loads of courses for this commercial game. Phone us for ... list of courses or see catalogue disk 2.
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...0 **TANKS** 3D vector graphics 2 player shoot-em-up, based on the ... arcade game. Incredibly addictive.
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...4 **KELLOGS LAND** Commercial quality platform game.
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...-G587 (2 DISKS) **THE UTLIMATE STAR TREK** Been around for ... but still great. Stategy game by Tobias Richter. You are captain ... Enterprise on the 5 year mission.
...-G589 (2 DISKS) **STAR TREK** This ones by Jimbo Barber.
...-G593 **STAR TREK** This ones by Eric Gustafson. Digitised ...ics and sound effects are used to great effect.
...4 **BATTLE DUEL v1.01** Artillery game suited for hi-res monitors ...rd drives. Not WB 1.3.
...5 **BIRDS CARDS** The feathered type. For Klondike Deluxe.
...6 **NBA CARDS** American basketball cards for Klondike Deluxe.
...7 **NEW ROSES CARDS** Flowers. For Klondike Deluxe 2 & 3.
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...9 **OCEAN CARDS** Sea life. For Klondike Deluxe 2 & 3.

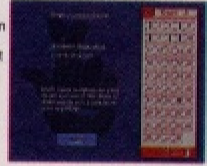
New titles contintued.....

G600 **X-DOS** KlondikeDeluxe cardset. OVER 18'S ONLY.
G601 **PSYCHEUAL** Shareware Alien breed style shoot-em-up with plenty of blood and gore. Not WB 1.3.
G602 **LAST LAP v1.0** Fantastic racing game for 1 or 2 players. Speed around many exciting circuits. 2 Meg required.

LAST LAP

UTILITIES

U687 **AMIGA FAX 1.42** Shareware Fax modem software. Not WB 1.3.
U688 **AMIGA BASE** The most powerful shareware database available that can even be programmed. Many features.
U689 **PC TASK 3.1 DEMO & PC TASK 3.0 > 3.1 UPDATER** Useable software based PC emulator demo. Plus updater for full version of PC Task. Not WB 1.3.
U690-U691 (2 DISKS) **PAGESTREAM 3.0f > 3.0g UPGRADE** Updater disks. Requires version 3.0f of Pagestream. Upgrades to 3.0f also available to allow this 3.0g upgrader to work.
U692 **PROTITLER 2.1** Powerful shareware video titling application. Subtitles, headlines, scrolling cast lists. This does the lot. Not WB 1.3.
U693 **DELITRACKER II** Hi fi style music module player. Supports over 100 different formats. Not WB 1.3.
U694 **PARNET HARD DRIVE 1.4** Amiga to Amiga/Amiga to CDTV/ Amiga to CD32 (SX1) parnet software. Easy to use. Not WB 1.3.
U695-U697 (3 DISKS) **ARCHIVING KIT** Lha, Lzx, Tar, Zip, Zoo, Dms, Arj, UUencode, Powerpower. And Graphics interfaces to make it easy.
U698 **MAGIC DIRECTORY OPUS COMPANION** Adds extra features.
U699 **METEAFORM TUTORIAL** For Lightwave.
U700 **MAIN ACTOR v1.55** Module animation system. Need Hard Drive. Not WB 1.3.
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U703 **LIBRARYS AND DATATYPES** 47 of them. WB 3.0+ only.
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U706-U708 (3 DISKS) **PELICAN PRESS** Desktop publishing.
U709 **MORE HARD DRIVE GAME INSTALLERS** Alien Breed II ECS, Apache, Apocalyse, Arcade Pool, Assasin, Bill's Tomato game, Body Blows 2 AGA, Crash Test Dummies, Cyberpunks, Elfmania, Fantastic Dizzy, Kick Off 2 AGA, Lotus 3, Man United Premiere League Champions, Muzzy, Naughty Ones AGA, Pierre Le Chef, Trolls AGA, Ultimate Pinball, Zool AGA.
U710 **DISK STIK V1.1** Handy program for printing 3.5" disk labels.
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U720 **AMIGADOS GUIDE v1.5** Learn about the Amiga DOS commands, the Amiga Dos applications and what those errors mean.



U721 **PROTECTOR** File encryption programme.
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MISCELLANEOUS

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DEMOS

D280-D281 (2 DISKS) **IMPOSSIBLE POSSIBILITY** A Fine demo from Mystic. A competition winner. WB 3.0+ only.
D282 **PRIMAL SCREAM** HOT demo. WB 3.0+ only.
D283
M163-M164 (2 DISKS) **HOPEFULLY** A music rock-tro. Not WB 1.3

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S211-S213 **ANNA NICOLE SMITH SLIDES** Over 18's only.
S214 **VANNA SLIDES** Over 18's only.
S216 **DOOM 2 SLIDES** From the PC game.

GAMES

G488 **PRETTY CARDS** Models in swim wear. For K.Deluxe 1, 2 & 3.
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G491 **ORIENTAL LADIES CARDS** Over 18's only. Klon.deluxe.
G492 **DRAGONLANCE CARDSET** Fantasy cards for K.Deluxe 2 &3.
G494 **DIY REKO** Make your own Klondike Cardsets. Requires Image FX 1.50 or above and 6 meg. WB 3.0+ only.
G508 **SHERILYN FENN CARDS** For Klondike Deluxe 2 & 3.
G383 **ROCKETZ v2.25** Improved version of this exceptional 1 or 2 player split screen Thrust genre shoot-em-up. WB 3.0+ only.
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G507 **PUCMAN** Authentic shareware Pacman recreation with loads of extra features including a 2 player on screen at once option. Fab.
G388-G391 (4 DISKS) **KLONDIKE DELUXE 3** - Latest version, but HD installation and 4 megs of memory needed. WB 3.0+ only.

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U325 **OCTAMED v4.** The most powerful music composition software available from the Public Domain. New freeware release.
U434 **VIRUS WORKSHOP v4.7** New version. Virus killer. Not WB 1.3.
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U681 **PAGESTREAM 3.0 > 3.0F PATCH** Pagestream upgrade.
U682 **PAGESTREAM 3.0A > 3.0F PATCH** Pagestream upgrade.
U683 **PAGESTREAM 3.0B > 3.0F PATCH** Pagestream upgrade.
U684 **PAGESTREAM 3.0C > 3.0F PATCH** Pagestream upgrade.
U685 **PAGESTREAM 3.0D > 3.0F PATCH** Pagestream upgrade.
U686 **PAGESTREAM 3.0E > 3.0F PATCH** Pagestream upgrade.
U529 **HARD DRIVE GAME INSTALLERS** - Games installers for Alien Breed AGA, Assassin SE, Body Blows, Body Blows 2 ECS, Goal, Ishar 2, Ruff and Tumble, Super Stardust, Super Frog, Zool 2 ECS, Walker, Alien Breed 2 Tower Assualt, Bubble & Squeak, Mortal Kombat II, Jungle Strike. Not WB 1.3.
U451 **SPECTRUM EMULATOR v2.0** New version of the Spectrum emulator. Includes some games.
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U327 **DISKSALV 2** Recovers corrupted disk data. Not WB 1.3.
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U382 **PRINTER DRIVER KIT** 100+ different printer drivers.
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U647 **ULTIMATE DEGRADERS** The best AGA computer degraders to get those old subborn programmes running. WB 3.0+ only.
U657 **MENUS AND MORE** v3.12 Menu designer. Not WB 1.3.
U658 **BIRTH DATE HISTORY V2.21** Gives interesting historical information about the date of your birth. Incredible.
U659-U661 (3 DISKS) **LION KING CLIP ART** - Shareware clip art from the Disney film.
U291 **RELOKICK 1.4A FINAL** The popular kickstart degrader to aid software compatibility problems Not WB 1.3.
U663 **32 COLOUR BACKROUND** Computer generated 32 colour palette scenic backgrounds.
U664 **TEXT ENCRYPTER v1.11** Designed to secure ASCII text files from prying eyes.
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Final Wrapper 3.0
text manipulation

***Final Writer* is a superb word processor but it lacks the text wrapping and fancy effects of some of its rivals. *Final Wrapper* sets out to solve this problem. It's an *ARexx* script which allows you to create text in spiral, elliptical and circular forms. You can combine these types, add shadows, use any fonts or text attributes and all sorts of extra wonderful twiddly bits, to make your text look really snazzy.**

New features since Version 2.1 include a menu to set your desired preferences, shadows, patterns taken from existing text, on-line help plus a tutorial, character sizing and relative proportioning (in spirals), an *ARexx* interface, and a whole host of other improvements and bug fixes.You also get another set of *ARexx* scripts, such as *Final Waver* (for creating sine wave effects) and seven others. If you use *Final Writer* a lot, but want to jazz up your printed pages, get *Final Wrapper*.

Available from: 17 Bit Software, 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire WF1 1DH. Tel: 01924 366982, Disk No. 3597. Price £1.50 plus 50p P+P.

97 %

AMosaic 1.2
web browser

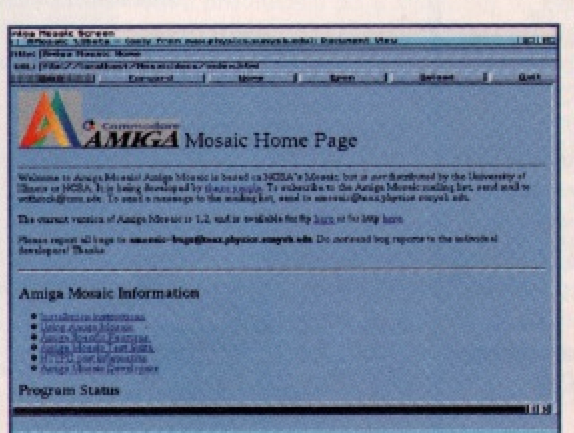
The World Wide Web is a huge part of the Internet and to muddle through it you need a Web browser. *Mosaic* has been a popular browser on other systems for a while, but it has only recently appeared for the Amiga.

To browse the Web, you enter the address of a site (eg: http://www.bbcnc.co.uk is the BBC) and then wait for the information to be returned to you.

The Web is excellent because you can view text and graphics, and hear sounds too. You can delay image downloading to speed things up and a Hotlist function is available (for your favourite sites), although it's pretty simple.

The problem with *AMosaic* is that it's prone to crashing. The reason probably lies with MUI (Magic User Interface). MUI claims to enhance the Amiga user interface, but I'm yet to be convinced.

To run it, you'll need AmiTCP, also available from Online PD (2 disks) or your Internet gateway provider.



Available from: Online PD, Dept CU, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335. Price 75p plus 75p P+P.

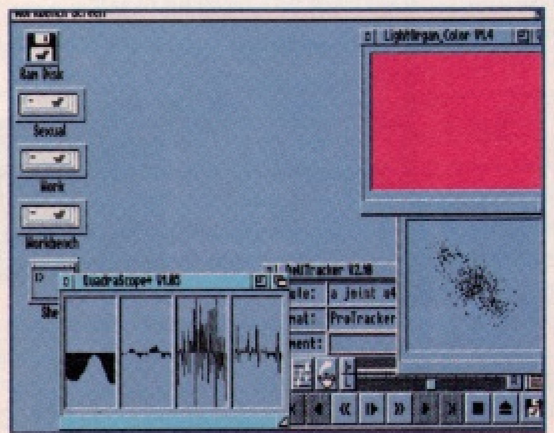
70 %

DeliTracker 2.10
module player

You've got some music modules and you want to play them. What do you do? You need *DeliTracker*. It supports most types of music modules, including some PC formats, and recognises crunched files (and can unpack them). It also has an *ARexx* port, and can be reduced to an AppWindow or AppIcon. When in this mode, you can drag and drop a module icon over the program icon and it will play automatically.

What sets *DeliTracker* apart from the competition is its system of 'genies'. These are little programs which allow decrunching, module conversions and so on – features you wouldn't expect to find in a module player. Other genies perform no really useful function apart from keeping your Workbench looking lively, with channel monitors, flashing light organs and spiroscopes. And all of this multi-tasks without glitching.

DeliTracker is an excellent module player, which I highly recommend. Music lovers may also be interested in the module/sample ripper, Exotic Ripper 3.1, also available from Online, 1 disk.



Available from: Online PD, Dept CU, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335. Price 75p plus 75p P+P.

90 %

Birth Date History
date analyser



This program is simple. You input your date of birth and the program spews out information about world news, famous people, films and music, sports, costs of living, world leaders and astrology all related to that date. This info can then be printed out for you to have for posterity. Should come in handy for Trivial Pursuit.

For example, I now know that Beethoven and Jane Austin share my birthday, Nixon admitted to the Whitehouse buggings and Slade's 'Merry Christmas Everybody' was popular on the radio (so it could be any year really, couldn't it?).

For throwaway information it's a marvellous program, and the registration fee of £6 (to the author) allows you to edit the various information sections yourself.

Available from: Online PD, Dept CU, 1 The Cloisters, Halsall Lane, Formby, Liverpool L37 3PX. Tel: 01704 834335. Price 75p plus 75p P+P.

83 %

GAMES

GRAVITY FORCE 2 +Y
Game of the year '94 !!
STARBASE 13 (2) +Y
Brill point'n'click
ROCKETZ AGA Y
Excellent shoot em up
MEGABALL AGA Y
Arkanoid clone
MECHFORCE +Y
Statergy game
MOOSE DRIVE +Y
Good overhead racer
SOCCER CARDS +Y
Footy game
HIGH OCTANE +Y
Fast racing game
18TH HOLE GOLF (2) +Y
Great golf game
ZOMBIE APOCALYPSE 2 Y
Shoot em down!
FIGHTING WARRIORS +Y
Streetfighter clone
DITHELL IN SPACE +Y
Good platformer
OSWALD +Y
Nice jumping game
DONKEY KONG +Y
Classic Arcade game
GORF +Y
Good game
STARIANS +Y
Spacey shoot em up
ICE RUNNER +
Good platformer
ORC ATTACK +Y
Fight them off
MADFIGHTERS Y
Beat up your opponent
ORBIT (2) +Y
Brill space flight sim
GALACTIC PREDATOR +Y
Action packed
CROBOTS +Y
Robot war game
FANTASY FOOTBALL LEAGUE +Y
Excellent management sim
THE SHEPHERD +Y
Play god
ROAD TO HELL (1.5 MEG) +Y
Good top view racer

FRED FISH 1 TO 1000
SCOPE 1 TO 220
ASSASSINS, JAM ETC

UTILITIES

VIDEOTRACKER +
Everything for making demos
VIDEOTRACKER AGA Y
The AGA version
RDS +Y
Create random dot s/grams
TEXTENGINE 4.1 +Y
Best PD wordprocessor
X-COPY PRO +Y
Disk copier
LITTLE OFFICE +Y
W/P, S/sheet, D/base etc
IMAGE STUDIO (WB 2+)
pic converter / manipulator
BLACKBOARD +Y
Pic converter / manipulator
PC TASK 2+Y
PC emulator
DELITRACKER +Y
Music player
RELOKICK +Y
Degrader
MAGNUM +Y
Disk mag creator
FAST INTRO MAKER +Y
DESKTOP VIDEO STUFF +Y
Useful utils
GATOR GRAPHICS +Y
Graphics tutorial
GFX CONSTRUCTION KIT +Y
Great gfx aid
MINIMORPH +Y
Fast morpher
PLASMA CLOUDS 256 Y
Plasma creator
VECTOR DESIGNER +Y
DISKMASTER 3 +Y
Dopus clone
ACTION REPLAY 1.5 +
Software version of cartridge
ACTION REPLAY V4 Y
AGA version
CRACK'N'COPY +
CRACK'N'COPY AGA Y
AGA EMULATOR (not 1200)
MAGIC WORKBENCH (not 500)
TERM (3) +Y
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INSCRIPT +Y
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IMAGINE

FEMALE (OBJECTS)
Four models of female walking ready to animate
57 CHEVY (WB2+) (OBJECT)
HUMANS (OBJECTS)
2 male/2 female
CARS (OBJECTS) - BMW, 32 DODGE
STARTREK (OBJECTS)
SCI - FI (OBJECTS)
IMAGINE TUTORIAL +Y
All you ever wanted to know about imagine . Hints / Tips, projects / step by step etc
SPACE FONT TOOLS
Ex commercial program for manipulating fonts. Italicize condense etc (great)
IMAGINE UTILITIES
ISL, Wrapgen, Igensurf, Showobj etc
TEXTURES 1 - Wood and Misc
TEXTURES 2 - Stone
TEXTURES 3 - More Stone
TEXTURES 4 - Organic + Util to convert JPG to IFF & GIF
WORLD
Insects + Ape + Land + Plants includes Shelly, a utility to create shell like objects for imagine/lightwave/real 3d etc.

Sold as separate disks or buy all 14 for for only £10.00

EDUCATION

COLOUR IT +Y
Colouring book
STORYLAND 2 +Y
Excellent reasoning adventure
DUNKS DTP +Y
DTP for kids
LITTLE TRAVELLER +Y
World facts
JAPANESE +Y
Learn Japanese
I.Q. TEST +Y
GARDEN DESIGNER +Y
3D design
CROSSWORD CREATOR +Y
FOOTY +Y
Pools checker
COMMUNICATE +Y
8 Languages
TOME OF MYTHS (2) +Y
Excellent hyperbook
LANGUAGE TUTOR +Y
4 Languages
D-PAINT TUTOR +Y
WORLD WAR 2 +Y
Hyperbook
WORLD GEOGRAPHY +Y
Maps & text
GCSE MATHS +Y
KIDS GAMES +Y
MR MEN +
Learn to read

CLIPART

COLOUR CLIPART (3)
GAME CHARACTERS (COL)
DISNEY CLIPS (COL)
DANDY AND BEANO
WOMEN CLIPART (2)
VIZ CLIPART
SPORTS (2)
MUSIC
FRAMES / BORDERS
FOOD / DRINK
TRAVEL
WEDDINGS
FLINTSTONES (COL)
LION KING (COL) (3)

GLAMOUR SLIDES

BEST OF ESCORT +Y
BETA TEAM +Y
BFPO 2 + Y
BFPO SPECIAL (NOT +)
BORDELLO BEAUTIES 1 + Y
BORDELLO BEAUTIES 2 (2) +Y
BORDELLO BEAUTIES 3 (2) + Y
BORDELLO BEAUTIES 4 + Y
BORDELLO BEAUTIES 7 + Y
BORDELLO BEAUTIES 9 + Y
BUST UP + Y
CHEEKY CHARLIES + Y
DOMINIA 1 + Y
DOMINIA 2 + Y
THE FOX + Y
GIRLS, GIRLS, GIRLS 2 + Y
GON GON GIRLS + Y
HOT GIRLS + Y
HOT GIRLS 7 + Y
MADONNA VS TUTTI (2) + Y
MAYFAIR BEAUTIES 1 + Y
MAYFAIR BEAUTIES 2 + Y
MAYFAIR BEAUTIES 3 + Y
PARADISE PICTURE SHOW 2 +Y
PENTIRE GLAMOUR (2) + Y
SLAYER STEVE 1 + Y
SLAYER STEVE 2 + Y
SLAYER STEVE 3 + Y
SUPER GIRLS 3 + Y
TWILIGHT SLIDES + Y
UTOPIA 1 + Y
UTOPIA 2 + Y
UTOPIA 3 + Y
UTOPIA 4 + Y
WOMEN OF THE ORIENT + Y

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Reader Survey

There have been many changes in the world of Amiga over the last twelve months. This reader survey is designed to ensure that we keep tabs on what you want from CU Amiga Magazine and to tailor it to your needs over the next year. Please carefully consider the following questions and either remove the pages or photocopy them and send it to us in an envelope marked CU Amiga Magazine Survey 1995, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Many thanks in advance for your help.

Alan Dykes
Editor

About you

1 Are you:
Male ❑ Female ❑

2 How old are you?
Under 8 ❑ 8 ❑ 9 ❑ 10 ❑ 11 ❑
12 ❑ 13 ❑ 14 ❑ 15 ❑ 16 ❑
17-19 ❑ 20-23 ❑ 24-29 ❑ 30-34 ❑ 35-44 ❑
45-54 ❑ 55 or over ❑

3 Are you?
In Junior school ❑
In Secondary school ❑
In 6th Form/6th Form College ❑
In Higher Education (University etc) ❑
In Full time employment ❑
In Part time employment ❑
Unemployed ❑
Other: ....

4 What do you do in your spare time? Please rate how keen you are on each of the following (10 = extremely keen, 1 = couldn't care less)

Play video games ❑ Play sports ❑
Watch TV ❑ Watch satellite TV ❑
Watch videos ❑ Listen to music ❑
Listen to the radio ❑ Play arcade games ❑
Go to the cinema ❑
Other:..

5 On average how much time do you spend using your Amiga every week?
Less than 1 hour ❑ 1-2 hours ❑
2-4 hours ❑ 4-6 hours ❑
6-8 hours ❑ 8-10 hours ❑
10-20 hours ❑ More than 20 hours ❑

6 How do you usually use your Amiga?
On my own ❑ With a friend ❑
With a group ❑ With my family ❑

7 When you are using your Amiga, how much of that time, as a proportion, is spent playing games – rather than doing other stuff?
I spend 75% - 100% of my Amiga time playing games ❑
I spend 50% - 75% of my Amiga time playing games ❑
I spend 25% - 50% of my Amiga time playing games ❑
I spend 25% - 0% of my Amiga time playing games ❑

8 On average, how much money do you earn/are given each month?
£0-9 ❑ £10-49 ❑
£50-99 ❑ £100-499 ❑
£500-832 ❑ £833-1249 ❑
£1,250-1,666 ❑ £1,667-2,499 ❑
Over £2,500 ❑

9 Which of the following do you regularly buy?
CDs ❑ Tapes ❑
Videos ❑ Clothes ❑
Shoes/Trainers ❑ Sweets ❑
Crisps ❑ Drinks ❑
Takeaway Food ❑ Books ❑
Comics ❑
Something else, namely: ....

10 Do you have a bank/building society account?
Yes ❑ No ❑
If yes, who is it with? ....

CU Amiga Magazine Reader Survey

Win one of Ten 12 month subscriptions to CU Amiga Magazine!

If you want to enter the draw for one of the ten CU Amiga Magazine subscriptions on offer then please carefully complete your name and address in the form at the end of the survey. Send your completed survey to CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane London EC1R 3AU.

About your Amiga

11 Which of the following describes your current level of technical competence on the Amiga?
Expert ❑ Competent ❑ Complete beginner ❑
Beginning to get the hang of most things ❑

12 Which of the following Amigas do you own?
A500 ❑ A500Plus ❑ A600 ❑
A1000 ❑ A1200 ❑ A1500 ❑
A2000 ❑ A3000 ❑ A4000/030 ❑
A4000/040 ❑ A4000T ❑ CD32 ❑

13 Which version of Workbench are you running? (If you have more than one, list the highest)
1.2 ❑ 1.3 ❑ 2.04/2.05 ❑ 2.1 ❑ 3 ❑ 3.1 ❑

14 How much memory (RAM) does your Amiga have?
0.5Mb ❑ 1Mb ❑ 2Mb ❑ 4Mb ❑
8Mb+ ❑

15 Which size hard drive do you own, if any?
Under 60Mb ❑ 60Mb - 200Mb ❑
200Mb - 400Mb ❑ 400Mb or more ❑

16 Do you plan to upgrade your Amiga in the next six months?
Yes ❑ No ❑

17 Do you intend to upgrade the speed or memory capacity of your current Amiga in the next six months?
Yes ❑ No ❑

18 If the A1200, A4000 and CD32 are re-launched would you upgrade to one of these?
Yes ❑ No ❑

19 Which Amiga would you upgrade to?
A1200 ❑ A4000 ❑ CD32 ❑

20 Do you think that new Amigas should be equipped with the following, even though it might increase their price?
CD-ROM Drive Y ❑ N ❑
Hard Drive Y ❑ N ❑

21 Which of the following peripherals do you own, or intend to purchase or upgrade within the next six months?

	Own	Intend to purchase/ upgrade
SX1 CD32 Expansion	❑	❑
CD-ROM Drive	❑	❑
Extra Disk drive	❑	❑
Workbench upgrade	❑	❑
Monitor	❑	❑
Video digitiser	❑	❑
Laser printer	❑	❑
Ink jet printer	❑	❑
Other printer	❑	❑
Modem	❑	❑
Genlock	❑	❑
Sound sampler	❑	❑
Accelerator	❑	❑
PC Emulator	❑	❑
Graphics enhancer (24-bit)	❑	❑
FMV capability	❑	❑
Networking interface	❑	❑
PCMCIA drive	❑	❑

22 Which of the following types of software do you own/use or intend to purchase or upgrade within the next six months?

	Own/use	Intend to purchase/ upgrade
Word processor	❑	❑
Spreadsheet	❑	❑
Database	❑	❑
Painting program	❑	❑
Drawing program	❑	❑
DTP	❑	❑
Comms program	❑	❑
Internet software	❑	❑
Sound sampler	❑	❑
MIDI sequencer	❑	❑
Programming language	❑	❑
Multimedia	❑	❑
Image processing	❑	❑
Rendering software	❑	❑
Graphics utility	❑	❑
PD software	❑	❑

Other utility (own), namely:....................................

Other utility (intend to purchase), namely: ....

....

23 Is your Amiga linked to a HiFi?

Yes ❑ No ❑

24 How much do you plan to spend on hardware and software in the next 12 months?

	Hardware	Software
Nothing	❑	❑
Under £60	❑	❑
£60-£119	❑	❑
£120-£299	❑	❑
£300-£599	❑	❑
£600-£899	❑	❑
£900-£1199	❑	❑
£1200-£1799	❑	❑
£1800-£2399	❑	❑
£2400-£3599	❑	❑
£3600 and over	❑	❑

25 What type of Amiga games are you interested in?

- Arcade style (shoot 'em ups) ❑
- Board/puzzle (chess/Tetris etc) ❑
- Flight sims ❑
- Graphic adventures ❑
- Platform games ❑
- Role playing/strategy games ❑
- Sports sims ❑
- Games with FMV included ❑

26 Apart from games, what else do you use your Amiga for?

- DTP ❑
- Business presentations ❑
- Multimedia ❑
- Music (incl midi and sampling) ❑
- Graphics and animation ❑
- Word processing ❑
- Education ❑
- Programming ❑
- Personal finance ❑
- Business spreadsheets/accounts ❑
- Comms/Internet etc ❑
- Video/movie applications ❑

27 Which of the following machines do you (1) own or do you (2) have access to (perhaps via a friend)?

	Own	Access to
Acorn Archimedes	❑	❑
PC	❑	❑
PC CD-ROM	❑	❑
PC Engine	❑	❑
Neo Geo	❑	❑
Philips CD-i	❑	❑
3DO	❑	❑
Sony Playstation	❑	❑
Sega Saturn	❑	❑
Sega 32X	❑	❑
Sega Mega-CD	❑	❑
Sega Megadrive	❑	❑
Sega Game Gear	❑	❑
Sega Master System	❑	❑
Nintendo SuperNES	❑	❑
Nintendo GameBoy	❑	❑
Nintendo NES	❑	❑
Atari Jaguar	❑	❑
Atari Lynx	❑	❑
Atari ST/Falcon	❑	❑
Apple Macintosh	❑	❑
Apple PowerMac	❑	❑

28 Which machine do you want to buy next?

- Acorn Archimedes ❑
- PC ❑
- PC CD-ROM ❑
- PC Engine ❑
- Neo Geo ❑
- Philips CD-i ❑
- Sega Mega-CD ❑
- Sega Megadrive ❑
- Sega Game Gear ❑
- Sega Master System ❑
- Nintendo SuperNES ❑
- Nintendo GameBoy ❑
- Nintendo NES ❑
- Atari Jaguar ❑
- Atari Lynx ❑
- Atari ST/Falcon ❑
- Sega 32X ❑
- Sega Saturn ❑
- Nintendo Ultra 64 ❑
- Sony Playstation ❑
- Nintendo Super GameBoy ❑
- Nintendo Virtual Boy ❑
- 3DO ❑
- Apple Macintosh ❑
- Apple PowerMac ❑

29 How many games do you own?

None ❑ One ❑ 2-5 ❑ 6-10 ❑ 11-25 ❑
26-50 ❑ More than 50 ❑

30 On average how many software programs (games or utilities) do you buy?

- Never buy games ❑
- A couple every year ❑
- One every three months ❑
- One every couple of months ❑
- One per month ❑
- Two per month ❑
- Three per month ❑
- Four per month ❑
- Five per month ❑
- More than five ❑

31 How many software programs (games/utilities) do you get given (as presents etc)?

- None ❑
- A couple every year ❑
- One every three months ❑
- One every couple of months ❑
- One per month ❑
- Two per month ❑
- Over two per month ❑

32 How many different games do you play in a month – either of your own, at a friend's or elsewhere?

- None ❑
- 1-5 ❑
- 6-10 ❑
- 11-15 ❑
- 15-20 ❑
- Over 20 ❑

33 How long have you been using a home computer?

- A month or less ❑
- 1-3 months ❑
- 3-6 months ❑
- 6-12 months ❑
- 12-18 months ❑
- 18 months - 2 years ❑
- 2-3 years ❑
- 3-4 years ❑
- 4-6 years ❑
- Over 6 years ❑

34 In order of preference, which of the following are the most important things that help you decide which software to buy? (1 is the most important, 10 is the least important)

- Computer magazine review [ ]
- Computer magazine preview [ ]
- Recommendation by a friend [ ]
- Advert in a computer magazine [ ]
- Editorial coverage in other types of magazine [ ]
- Saw it on TV [ ]
- Saw an advert on TV [ ]
- Saw a poster [ ]
- Saw it at an exhibition [ ]
- Shop demonstration [ ]
- Rent to try out first [ ]

Something else, namely...

35 Where do you normally buy your games and games equipment?

- Dixons ❑
- Virgin ❑

Woolworths ❑
Argos ❑
Comet ❑
Boots ❑
Toys R Us ❑
WH Smith ❑
Microbyte Games ❑
Our Price ❑
HMV ❑
Curry's ❑
Rumbelows ❑
Future Zone ❑
John Menzies ❑
Game Zone ❑
Blockbuster Video ❑
Ritz ❑
Tandy ❑
Beatties ❑
Mail order ❑
Local specialist shop ❑
Somewhere else...

36 What you think of the software publishers (please tick one box only per publisher)?

Publisher	Good	OK	Poor	Don't know them	Never heard of them
Acclaim	❑	❑	❑	❑	❑
Accolade	❑	❑	❑	❑	❑
Acid	❑	❑	❑	❑	❑
Activision	❑	❑	❑	❑	❑
Adventuresoft	❑	❑	❑	❑	❑
Anco	❑	❑	❑	❑	❑
Ascon	❑	❑	❑	❑	❑
Audiogenic	❑	❑	❑	❑	❑
Black Legend	❑	❑	❑	❑	❑
Binary Asylum	❑	❑	❑	❑	❑
Bullfrog	❑	❑	❑	❑	❑
Codemasters	❑	❑	❑	❑	❑
Core Design	❑	❑	❑	❑	❑
Cyberdreams	❑	❑	❑	❑	❑
Domark	❑	❑	❑	❑	❑
Electronic Arts	❑	❑	❑	❑	❑
Elite	❑	❑	❑	❑	❑
Empire	❑	❑	❑	❑	❑
Gametek	❑	❑	❑	❑	❑
Grandslam	❑	❑	❑	❑	❑
Gremlin Graphics	❑	❑	❑	❑	❑
Impressions	❑	❑	❑	❑	❑
Konami	❑	❑	❑	❑	❑
Krisalis	❑	❑	❑	❑	❑
Lucas Arts	❑	❑	❑	❑	❑
Maxis	❑	❑	❑	❑	❑
MicroProse	❑	❑	❑	❑	❑
Mindscape	❑	❑	❑	❑	❑
Mirage	❑	❑	❑	❑	❑
Ocean	❑	❑	❑	❑	❑
Probe	❑	❑	❑	❑	❑
Psygnosis	❑	❑	❑	❑	❑
Renegade	❑	❑	❑	❑	❑
Sales Curve/SCI	❑	❑	❑	❑	❑
Sensible Software	❑	❑	❑	❑	❑
Sony	❑	❑	❑	❑	❑
Team 17	❑	❑	❑	❑	❑
Thalion	❑	❑	❑	❑	❑
Time Warner	❑	❑	❑	❑	❑
US Gold	❑	❑	❑	❑	❑
Virgin	❑	❑	❑	❑	❑

Other favourite:...

About the magazines

37 Where do you usually buy your computer games magazines from?

WH Smith ❑ John Menzies ❑
Martins ❑ Fourbuoys ❑
Tesco ❑ Sainsburys ❑
Asda ❑ Woolworths ❑
Safeway ❑ Waitrose ❑
7-Eleven ❑ Petrol Station ❑
SuperDrug ❑ Local newsagent ❑
Subscription ❑
Somewhere else:...

38 Is your monthly copy of CU Amiga Magazine either:

Sent on subscription ❑
Saved for you by the newsagent ❑
Or delivered to you by the newsagent ❑

39 Who pays for the magazine?

You ❑ Your parents/other relative ❑ A friend ❑

40 How many other people apart from yourself will see your copy of CU Amiga Magazine?

Nobody else ❑ One ❑ Two ❑
Three ❑ Four ❑ Five ❑
More than five (please write in number)............

41 How often do you (1) buy or (2) see (perhaps a friend's copy) of CU Amiga Magazine?

	1: Buy	2: See
Every month	❑	❑
Once every couple of months	❑	❑
Once every three months	❑	❑
Less often	❑	❑

42 How long have you been buying CU Amiga Magazine?

One month ❑ 1-3 months ❑
3-6 months ❑ 6-12 months ❑
12-18 months ❑ 18 months - 2 years ❑
Over 2 years ❑

43 Would you ever buy a software program (game/utility) without seeing a review in CU Amiga Magazine?

Yes ❑ No ❑

44 How do you rate CU Amiga as a computer magazine? (10 = brilliant, 1 = very poor)

1 ❑ 2 ❑ 3 ❑ 4 ❑ 5 ❑
6 ❑ 7 ❑ 8 ❑ 9 ❑ 10 ❑

45 Do you find the technical reviews in CU Amiga Magazine:

About right ❑ Too technical ❑
Not technical enough ❑

46 What do you think of the overall content of CU Amiga Magazine?

About right ❑
Too little game reviews/previews ❑
Too much game reviews/previews ❑
Not enough technical/serious reviews ❑
Too much technical/serious reviews ❑

47 What do you think of the different sections of CU Amiga Magazine?

	Good	Average	Poor
Covers	❑	❑	❑
Cover disks (demos)	❑	❑	❑
Cover disks (utilities)	❑	❑	❑
News	❑	❑	❑
Previews	❑	❑	❑
Reviews	❑	❑	❑
Competitions	❑	❑	❑
Cheats and hints	❑	❑	❑
Features	❑	❑	❑
Technical reviews	❑	❑	❑
PD Scene	❑	❑	❑
PD Utilities	❑	❑	❑
Art gallery	❑	❑	❑
Tutorials	❑	❑	❑
Sound lab	❑	❑	❑
Q+A	❑	❑	❑
Backchat	❑	❑	❑
Points of view	❑	❑	❑

48 What other magazines do you normally buy or see, or used to buy but don't any more and how would you rate each of them out of 10 (where 10 is brilliant and 1 is rubbish)?

Magazine	Buy	See	Used to buy	Rating
Amiga Format	❑	❑	❑	[ ]
Amiga Action	❑	❑	❑	[ ]
The One Amiga	❑	❑	❑	[ ]
Amiga Shopper	❑	❑	❑	[ ]
Amiga Power	❑	❑	❑	[ ]
Amiga Pro	❑	❑	❑	[ ]
Amiga Mart	❑	❑	❑	[ ]
Amiga CD32 Gamer	❑	❑	❑	[ ]
Amiga Computing	❑	❑	❑	[ ]
Amiga User International	❑	❑	❑	[ ]
Computer & Video Games	❑	❑	❑	[ ]
GamesMaster	❑	❑	❑	[ ]
Edge	❑	❑	❑	[ ]
Ultimate Future Games	❑	❑	❑	[ ]
Video Games Shopper	❑	❑	❑	[ ]
Max Overload	❑	❑	❑	[ ]
Games World	❑	❑	❑	[ ]

49 How did you first find out about CU Amiga Magazine?

From a friend ❑
In a newsagent ❑
From a magazine advertisement ❑
At an exhibition ❑
From a TV show ❑
From a radio ad ❑
From a leaflet in a hardware or software purchase ❑
Somewhere else, namely: ....

50 If you could change one thing about CU Amiga Magazine to make it better what would it be?

....
....
....
....
....

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❑ 3793-2 NINE FINGERS
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❑ 3798-2 FIT CHICKS 2 AGA
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❑ 3836-2 ORIGIN AGA
❑ 3840 GRAPHICS GRINDER
❑ 3841 ASI GRAPHICS TOOLS
❑ 3842 DISK MANAGER III
❑ 3843-2 STARTREK AGA
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❑ 3848-3 ICONS PLUS KS2/3
❑ 3851 GAME TAMER 4.54
❑ 3852 MULTIPLEX PUZZLE
❑ 3854 PARNET HELP
❑ 3855 ASI AUDIO MAGIC V
❑ 3856 TITLER 2 LO-RES
❑ 3857 TITLER 3 HI-RES
❑ 3858 LCD GAMES
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❑ 3863 EASYCALC+ KS2/3
❑ 3868 NEURAL ASSAULT
❑ 3869 PLACEBO INVADERS
❑ 3870 TACHYON
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❑ 3872 REALITY RAVE
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❑ 3877 PAY ANALYSER 4
❑ 3878 TRONI-CAD 1.36
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❑ 3880-2 TRAX II TRACKERS
❑ 3882 EASY SLIDE
❑ 3883 SOLAR LORDS
❑ 3884 STEWARDS ENQUIRY
❑ 3885-2 KIDS DISK 3 & 4
❑ 3887 ICONS KS2/3
❑ 3888 MEGABALL AGA
❑ 3889 DYNAMIC ILLUSION
❑ 3890 RAZOR REVIVAL
❑ 3891 DARTS GAME
❑ 3892 RELOKICK 1.4 KS2/3
❑ 3893 QUACKERS GAME
❑ 3894 MAD FIGHTERS AGA
❑ 3895 ICE RUNNER
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❑ 3898 DIGGER
❑ 3899 WACK MAN
❑ 3900 KLAWZ THE CAT
❑ 3901 BLACK DAWN
❑ 3902 BAT DOG
❑ 3903 AMIGANOID
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❑ 4025 CLASSIC SOLITAIRE
❑ 4026-2 ASI MULTIPRINT
❑ 4028 SOUND COLLECTION
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❑ 4156 BACKDROPS
❑ 4157 APACHE
❑ 4158 INTROGASH
❑ 4159 FLAMMABLE STAR
❑ 4160 HOI AGA REMIX AGA
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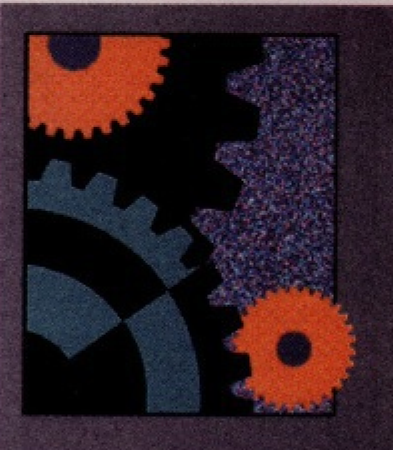
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Regulars

Hmmm, we start this month with a bit of a confession. Last issue we said this month would see the reintroduction of the comms page. However, due to 'technical difficulties beyond our control' it won't see a return this month but later in the year. To make up for this, though, we've crammed in bucket loads of other stuff to help you squeeze even more out of your Amiga.

ProCalc Tutorial



Got some queries with ProCalc? You've come to the right page. And there's a whistle stop tour of the database functions here too!

Our November '94 coverdisk, *ProCalc*, has proved to be extremely popular. We are still receiving lots of mail with various queries on how to get the best from it. So, let's kick off with a look at the three most popular questions on *ProCalc* that seem to crop up again and again.

How do I import data from other programs?

The first way of doing this is to use the Paste File command under the Edit/External menu. This reads a file (in ASCII format) and pastes it into the cells starting at the current cell location. Every time it finds a space, comma or tab *ProCalc* moves to the next cell to the right. When it hits the end of a line it moves down to a new row. You can use this to import a table of numbers or data from a database. This is the most flexible method of getting raw data from other programs (word processors etc).

Another useful method if you are importing data from a PC spreadsheet is to use the Open/1-2-3 or Open/MaxiPlan commands under the Project/Open menu. These will read files saved in Lotus 1-2-3 (a hugely popular PC spreadsheet) or Maxiplan formats. Most good spreadsheets will save their data out in these formats, so you can then import it into *ProCalc*.

How can I change the default settings?

Many users have contacted us asking how the programs start up default settings can be changed. How can the currency be set to pounds instead of dollars, the screen type and resolution etc.

These are all set via ToolTypes, found by clicking once on the program icon and then on the Information menu in Workbench. The various tooltypes are:

Screentype=xxx
Here you can set the default screen type. To load the program in Productivity mode, for example, type in SCREENTYPE=PRODUCT. Others include SUPER, SUPERLACE, PRODUCTLACE, WORKBENCH, INTERLACE, and CUSTOM.

Currency=£
This tells the program to use the £ symbol as the default currency sign. Two characters can be used: eg £, $, DM.

Fastrefresh=xxx
This can be one of two settings, 'ON' or 'OFF'. If 'ON' is used the windows will update quicker but more chip memory is needed. 'OFF' is slower but requires less memory.

Numlock=Off
This turns the Numlock mode off making the numeric keypad operate as cursor keys.

Eurodate=True
Dates are in European format (08-June-95)

Database city

And now for something slightly different: *ProCalc*'s database capabilities. Although *ProCalc* is a spreadsheet it also serves as a database program. You can build a database of text or numerical entries, sort them, find specific records using complex search patterns and even extract particular records.

To use *ProCalc* as a database load the program as normal and create a new spreadsheet. Each line down the page is a new record, whilst each cell across represents a field in that record. The cells at the top of the spreadsheet holds the field names. In our example I've created a database of people, correlating their ages, and hair colour.

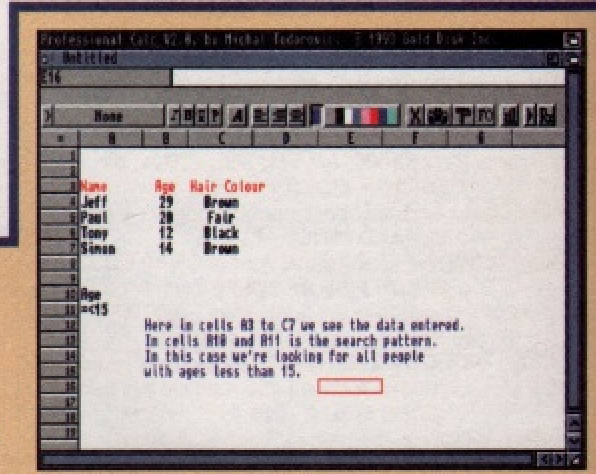
We need to tell *ProCalc* that this data forms a database. Highlight the cells from the top cell to the bottom right-hand cell including the first row containing the field name row. Click on the menu Data/Define Database and give it a name of up to 15 characters. This is the name *ProCalc* will use to refer to your database.

We can now try out some of the sophisticated database handling capabilities. To sort the database move the cursor to one of the three columns and click on Data/Sort Database. You'll now see the data rearrange with the data sorted into order according to data in that column. Try moving to another column and sorting it again and see how it changes.

You can also set up a selection criteria to pick out just records that match a particular search pattern. In our case we want to find all records of people under 15 years. Move the cursor A10 and type in 'Age'. In A11 type '=<15'. This tells ProCalc that our search will check just the field 'Age' and compare all records to the formula we've given, in this case are they less than 15. Highlight cells A10 and A11 and click on the Data/Define Criteria menu and give it a name, 'above15' for example.

Now select Data/Select Database and Data/Select Criteria and select the database and search criteria names you've created - this is in case we'd created multiple databases or search patterns. Click on the Data/Find menu and the cursor will move to the first record that matches this pattern. Press Shift-F1 to find the next or click on the menu option again. When no more can be found the message, 'I couldn't find any more records' will be displayed.

Try experimenting with the other database commands using similar techniques and see what else you can make it do. If you get stuck don't worry, next month we'll look at the others in more detail.



▲ A typical database setup with three fields: names, hair colour and age. This can be sorted and searched to your heart's content.

Can I use ProDraw with ProCalc?

If you've got *ProCalc* and *ProDraw* from our coverdisks you'll be pleased to know you can export graphs from *ProCalc* to use in *ProDraw*. To do this create a graph as normal and then save it as a 'Draw' format file. You'll then be able to load it into *ProDraw* as a clip file.

If you have any further queries write to: ProCalarama, CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R. 3AU. ■

Andy Leaning

Buyers Guide

PART 3

Thinking about getting a CD-ROM drive? Well bone up on all things CD with CU Amiga Magazine's guide to buying.

This month we see a slight change to the style of the regular buyers guide page. In previous issues this column has looked at the financial side of buying: interest charges, warranty cover, discounts and the like. From now on however we'll be answering some of the most common questions posed by those looking to buy certain products. This month we kick off the series with a look at that most hottest of peripherals – the CD drive.

A quick glance through the pages of CU Amiga Magazine revealed there were at least ten different CD drive models being advertised, with prices starting from just under £200. So how do you know which is best for you?

Overall winner

Perhaps the most common question we are asked is "which is the best CD drive available?" This is a tricky one, as it really depends on your particular requirements, and budget. However, in the tests we've carried out here, the Power Computing CD drive came out tops. It's not the fastest, but offers good all round performance for a very reasonable price.

Another question that frequently find its way into our post bag is "should I buy a hard drive or a CD drive?" The two drives are fundamentally different in many respects and can't really be compared side by side. As it happens they both play off each other, with the hard drive offering advantages over the CD drive and vice versa.

Unlike a hard drive, a CD drive can't store data or programs you've created. Each disc can only contain what the manufacturer put on it. However, you can save anything you like onto a hard drive. The reverse of this is that data on CDs is permanent and can't be erased, lost or easily destroyed. With a hard drive you can delete files, crash the disk, or format it and lose everything by accident.

Another difference and an often misunderstood one at that, is that CD drives improve the quality of your Amiga's sound. This isn't because adding a CD drive enhances the Amiga's audio capabilities. Instead the drive has its own sound circuitry and can play back normal music CDs, and it does so at a higher quality than the Amiga's audio electronics allow. The (music) soundtracks to most CD games are played directly from 16 bit CD audio tracks, and sound better than standard 8 bit Amiga music. However, sound effects still need to come from the Amiga's internal audio hardware. In this case, all the Amiga is doing is playing a normal audio CD track.

The same kind of thing is true when it comes to graphics. Many CD games have swish intro sequences with pre-rendered graphics or full motion video – *Road Kill, Alien Breed Tower Assault* etc. This is not made possible because a CD drive adds sophisticated polygon rendering hardware (if only!) but rather it can play back long, complex animations directly from the CD without constant disc swops. Games developers add such animations to the front of their games to add atmosphere and make the games look better.

Games compatibility

The other big question that keeps cropping up concerns games compatibility; will the various CD drives allow you to run CD32 games? Without testing each individual title this is nearly impossible to answer. Most Amiga CD software should work on any Amiga with a CD drive attached, but life is never that simple. Programmers tend to take advantage of the hardware specific to particular models of Amigas, so a CD32 game will take advantage of the Aiko chip that's only found in that machine, whilst A1200 programmers will use the AGA chipset that isn't in the A600 or A500. This means that while a CD drive on an Amiga may load the software, unless it has some way of emulating the hardware of others it may not be able to play the games.

On the Zappo and Power drives the developers have tried to emulate the custom chip in the CD32 and provide this compatibility. However, because it's a software emulation it's not fully compatible. So far the Power drive and Squirrel based CD drives seem more compatible with CD32 games than the Zappo drive. We hope to bring you a complete list of CD32 titles compatible with all CD drives shortly.

That's it for June (who's she?). Next month we'll be looking at modems to help you join the digital revolution – stay wired. ■

Andy Leaning

Jargon explained

Double/Quad Speed: These terms relate to the speed of the CD drive. Original drives (single speed) transferred roughly 150k of data per second. Then along came double speed drives, 300k per second and recently quad speed models, 612k per second have started to appear.

SCSI: Small Computer Systems Interface. A type of interface used to connect CD-ROM drives and other storage devices. SCSI interfaces allow up to seven devices to be attached at once, and are typically faster than IDE based drives. The Squirrel and Power Computing models are SCSI based.

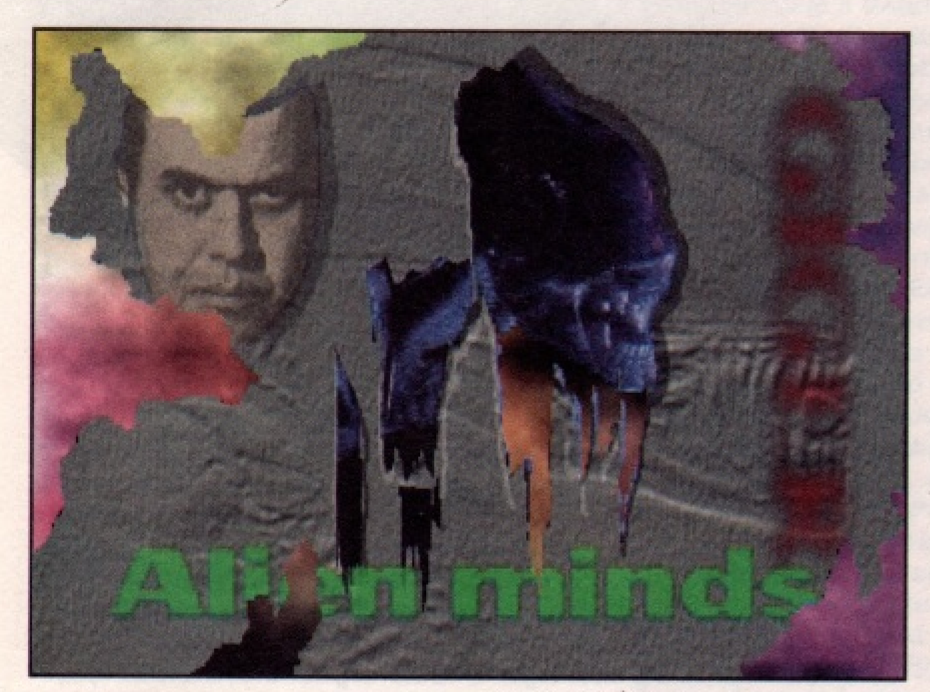
IDE: Integrated Drive Electronics. Another type of interface used to connect hard drives and CD-ROM units to computers. IDE is slower but also cheaper than SCSI.

ISO 9660: The name of a common format for CD discs. If a disc is ISO9660 format you'll be able to see the files on it and read them – PC and many Mac CD discs are in this format so you'll be able to read them from your Amiga.

Graphics Mas

PART 3

Discover the secrets of professional image composition. This month Photogenics is the main tool.



▲ Spooky eh? Fantasy artist HR Giger meets his grisly creation in this scary montage. Want to know how you can create something like this? Read on ...



▲ The above carved stone effect was created by passing the original pencil drawing through an emboss process.

In order to recreate the final picture some work needed to be carried out first on the background image, a sketch of an alien drawn by Giger (the well-known Amiga artist see box out for more details). This original image was too strong to be used as a background, so it was put through a few *Photogenics* processes. First it was blurred, and then embossed, with Greyscale turned on. This led to a stone carving kind of effect

Inserting the alien

For the foreground, a close-cropped head-shot of the alien was chosen to add impact to the image. Simply overlaying it on top of the stone-effect picture would be OK, but having the creature seeming to erupt out of the screen is much more startling.

The alien picture was loaded as the secondary image. To get it in exactly the right position the Compose option was used *Photogenic*'s Image menu which presents you with a wireframe representation of the secondary picture which is on top of your existing screen.

Careful positioning of the frame handles gets the picture in the right spot and then activating Blend In from the Compose menu allows you to merge the two drawings together. This is dependent on the brush and mode settings, so using a small brush gives you tighter control. Using the right mouse button restores the main image, whilst the left 'uncovers' the new one.

This made it possible to follow the lines of the alien's head and draw out ragged scratch-like rips on the original stone effect picture. The beauty of *Photogenics* is that if you make a mistake at this stage, you can always correct it by either Undo-ing your work, or using the mouse to brush back the original areas of the image. The outline was tidied up using the RubThru mode and freehand fill tool.

After fixing the changes, a shadow to the right of the emerging head was drawn using black paint with a 60% transparency, and the filled freehand tool. You can see how it forms a perfect tinted shade over the background.

Light grey highlights were also added to the ragged edges where the creature is emerging to give a pseudo 3D effect.



▲ A scanned image of the artist is loaded into the Secondary slot and using Compose is placed in the correct position, top left.



▲ A close up of the work area shows again how a shadow has been added to the right of the head, making it stand out from the background.



▲ Here's the whole screen after a pink tint has been applied to HR's face, using the freehand tool, with the Tint mode active and the colour red on.



▲ Rub thru mode was used to cut the alien picture into the main scene, as if it's ripping through the background.



▲ Next, in order to give the alien more of a 3D look, a shadow was added beneath the head on the right-hand side.



▲ This magnified view shows how the shadow is made, using a highly transparent version of black, and the filled freehand tool.

sterclass

Giger's face

Giger's face started out as a monochrome mugshot. Before being loaded into *Photogenics*, it was cleaned up a little with *Deluxe Paint* and bent slightly to give the impression of a mask.

It was then loaded into *Photogenics* as a secondary image. Once again the Compose function was used to combine it with the main image, but this time the Brightness key feature was also used to automatically strip out the black background parts of the face image.

A shadow was added to the right of the head, to make it appear raised from the stony surface. Then, using Tan colour and Tint mode with 50% transparency, the face was colourised to separate it even further from the stony background.

Adding text

Text in *Photogenics* is more complicated than it should be; you have to create it as a separate image, then incorporate it into your work. From the Open as/Other menu, select Text and choose your font, then enter your text.

The first text item was 'Alien Minds', and after applying the blur mode to soften the edges it was tinted green and fixed.

Compose allows you not only to place the text perfectly, but also to re-size it, which is useful when you're working with different sized original images. The text was blended using the Brightness key, so that although it remained green, it took on the unearthly glow associated with the Alien lifestyle.

The other text item is more subtle; I wanted the name Giger to be semi-hidden – not obvious until the picture was studied. The effect I hit on was a kind of stain on the stonework – as if blood had seeped into the absorbent rock.

This was achieved by writing the text as normal, but then applying the Gaussian Blur to it. This takes an age but it feathers the image tremendously so it takes on a soft-edged look. The higher the setting, the more ephemeral the finished image. A setting of nine was used in this case.

Then the text was tinted with a ruby-red colour and rotated it through 90 degrees before composing it on the right of the main picture, using the Brightness key again.

In hindsight, perhaps it's a bit too subtle for a printed image, but anyone taking the trouble to look at the picture closely will be rewarded by the connection.

Roughing it up

The image is getting there but it looks to clean – untouched by the ravages of time and the Alien race. To give an aged and battered look, the filled freehand tool was used with a black ink selected, to take out bites of the main picture – chunks which have fallen out.

What better background to show through these holes than *Photogenics*' Plasma loader? Again, this takes an age to compute on an A1200, but once done you can save it for future use. It is accessed from the Load as/Other Plasma menu item and draws the most electrifying range of colours which blend and meld into each other like a volcanic rainbow.

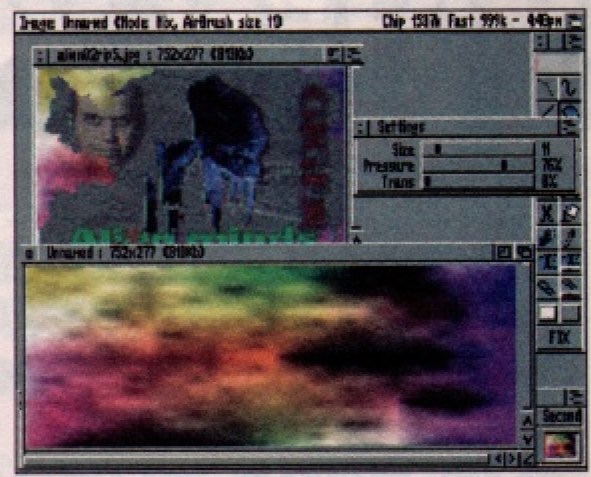
Once the Plasma had rendered, it was moved into the secondary slot on the bottom tool bar by clicking and dragging its icon, then composed. As the plasma was rendered in exactly the same screen proportions as the main image, it blended in without any re-sizing. Using the missing black chunks I'd drawn and Fixed before as a guide, I traced around them in filled freehand RubThru mode to 'uncover' the plasma screen in the right areas.

Note especially how uncovering the Plasma under the creature's jaw has helped create an illusion of background uniformity throughout the drawing.

The zoom function came in handy for touching up small areas around the jagged edges, and then a click on the Fix button and the image was complete.

Next month, in our final expert guide we'll be using Forrest Gump as the role model and will be showing you how to create various 'fake' pictures which depict seemingly realistic events (ie Forest Gump meeting President Reagan) by combining lots of images. ■

Peter Lee



▲ The plasma screen is placed in the Secondary slot before being exposed using the freehand tool in Rub Thru mode.



▲ Portions at the edge of the image are nibbled away using the freehand fill tool in Paint mode with the colour black.



▲ The text is created using a Photogenics Loader, blurred slightly and put into the Secondary slot (lower right) ready to be Composed onto the main screen.



▲ Here the artist's name has been loaded as Text, and given a very heavy Gaussian blur, making it really ephemeral.



▲ The new text has been rotated through 90 degrees and Composed on screen. Note how Photogenics blends it in over the background.

HR Giger

HR Giger, probably the leading artist of the fantastic, was born in Chur, Switzerland in 1940. Son of a chemist he studied architecture and industrial design at the College of Arts and Crafts in Zurich, where he still lives now.

It was his spray-gun/stencil designs for Ridley Scott's Alien movie which brought him fame and the 1980 Oscar for Best Achievement for Visual Effects.

The computer game *Darkseed* features digitised versions of his illustrations.

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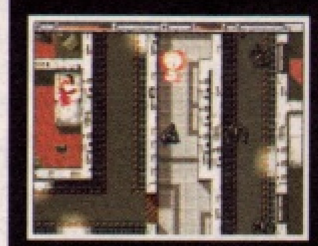
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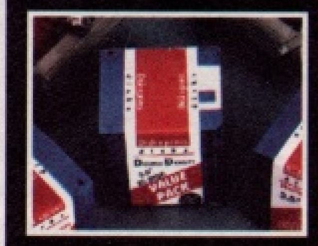
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Video Ideas

Go with a bang!

Fading to black is an easy way to end your productions, but it's not exactly dynamic. Why not go out with a bang? Here's how you can create the sequence below using *DPaint*.

1. Set up a blank animation of 60 frames.

2. Choose a nice big font and enter the text 'Go Bang!' on the first frame.

3. Cut out the letter G from the text and carefully delete it by lining up the cut out brush directly over the original on-screen letter, and clicking the right mouse button. This right mouse click serves as a position marker for the forthcoming Move operation.

4. Select Move from the Animation menu.

5. Enter some random numbers in each of the six main boxes. The numbers you enter in the top row will define how far your brush will move in the three axes (x, y and z). The numbers in the lower three boxes are the angles in degrees at which the brush will rotate.

6. In the box marked Count, enter the number of frames you want the movement to take place over (60 in this case).

7. In the box marked Ease In, enter a value of 10, or thereabouts. This will gradually accelerate the movement of the brush over the first 10 frames, which helps to give a more fluid and less robotic movement. The Ease Out box works in the same way, subtly decelerating the movement at the end of the animation. In this case we only want to use Ease In.

8. Click on Preview and you'll see a wireframe representation of your brush being moved according to the settings you entered. This allows you to tweak the settings to get exactly the movement you're after. As the letters are supposed to look like they're exploding away from the centre of the screen, precise alterations aren't really necessary here.

9. When you're happy with it, click on the button marked Draw. The brush will now be drawn into each frame, with the movements and rotations calculated automatically.

10. Once it's finished drawing, play the animation to check its progress.

11. Now go back to step three and repeat the process with each letter, experimenting with different values in the move requester (keeping the same value in the Count box).

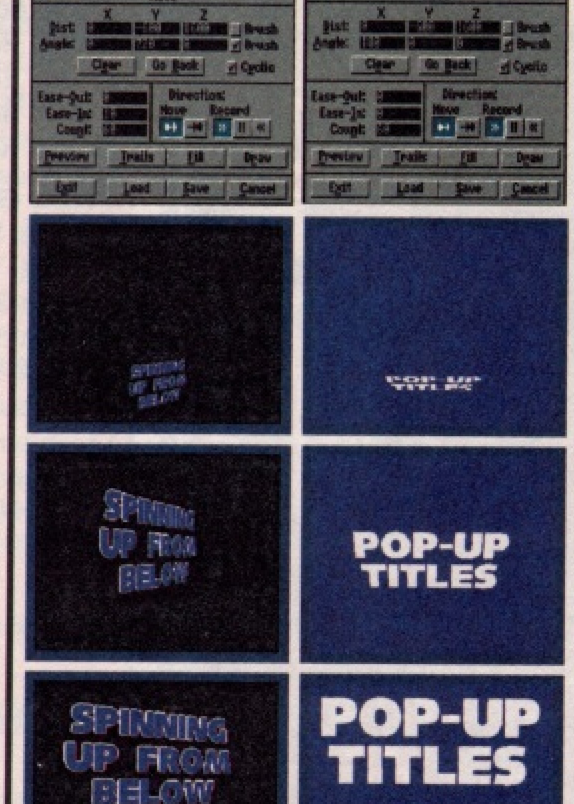
12. Move to the first frame of the animation, and add an extra 10 frames. Move to the last frame and do the same again. This will add a slight delay at the start and finish of the animation to help you cue it up when recording to video tape.

Dynamic titling

We show you how to jump start your credits and titles with some groovy animation sequences.



There's a lot more to video titling than scrolling text. Use your imagination, or just nick our ideas, and your credits and captions can jump into life. *Deluxe Paint* and *Brilliance* are both excellent for creating eye-catching animations from previously drab text. Here are some examples.



Try these settings

Here are two more animations that can be created using *DPaint*'s Move or *Brilliance*'s Tweening functions, in much the same way as described in the Go Bang! panel. The main difference with these two is that the whole title is moved as one item, instead of each letter individually. This makes rendering the animation a lot quicker and easier.

The settings for each animation are included here, so that you can replicate them both. Play them back using Ping Pong mode in *DPaint* or reverse play if you have *Brilliance*.



▲ This sequence was generated without the backdrop, which was added later.



▲ Using DPaint's Move requester, each letter can be given a pseudo-random motion path.



▲ The exploding letters is a neat way of exiting from the static titles, with a bit of extra spice.



▲ Now you've no excuse to use that tired old 'fade to black' routine at the end of your films.



▲ This is a far more eye-catching fade routine than a straight full-screen fade from black.

FADING UP

▲ Each word appears in turn from the inky void, and the viewer's eye can't help reading the text.

FADING UP FROM

▲ The trick to producing this effect is to work backwards, from the last frame to the first.

FADING UP FROM BLACK

▲ Moving back through the frames, each word is darkened slightly, starting with the last word.

Fading up from black

This effect looks pretty smooth, and is very easy to achieve. In the final result, you see each word of the title fade up from invisible black to white, one after the other. You need to work backwards for this one. Follow these steps to try it out yourself.

1. Select a screen mode that has eight or 16 colours (this will help conserve memory). Set up a range of eight colours that fades from black to white.

2. Select your font, and enter the required text onto the screen using a white ink.

3. Now define the number of frames in the animation to 60. If using *DPaint*, select Frames>Set Number from the Anim menu. If using *Brilliance*, click on the animation icon, then the Set # button. This will copy the original screen into the following 59 fames.

4. Move to the last but one frame of the animation, and select the lightest shade of grey as the ink colour (the one next to white). Fill all of the letters in the last word with this shade of grey.

5. Move to the previous frame, select the next darkest shade of grey in the palette and fill the letters of the last word with this colour.

6. Move back another frame, and fill the last word with the next darkest shade of grey. Continue this process until you get to the black colour in the palette. Fill the word again, which will have the effect of deleting it altogether. It's a good idea to turn up the brightness on your monitor while you do this, so that you can see the darker shades of grey.

7. Repeat this process for each word, remembering to delete previously faded out words in each frame as you go.

8. Finally you will fill the first word with black, and be left with an empty screen. Now duplicate the first and last frames by about 10 frames each, to give you a short 'run in' and 'run out' delay.

9. Play the animation.

Alternative software

Adorage 1.81 was given away with the April 1994 issue of CU Amiga Magazine, and Version 2.0E is the latest release. It makes smooth animations and wipes from IFF images, and is perfect for adding impact to your credits and titles.



▲ Adorage is perfect for those dynamic title wipes, and very simple to use.



▲ Sequences like this are rendered and saved out as animations in Adorage format or as IFF.

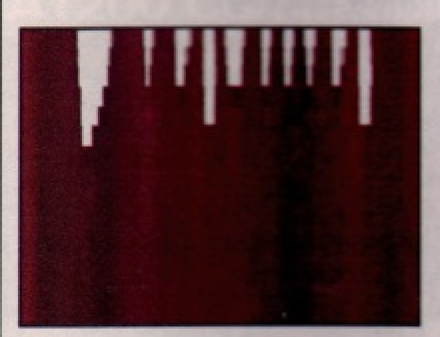


▲ The Adorage animation format often leads to smoother movement than IFF can manage.

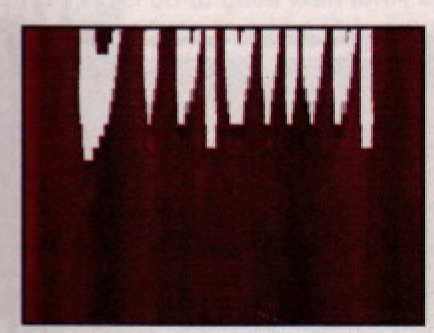


▲ Adorage is a perfect option for anyone who wants good results, but doesn't want any hassle.

VideoTracker 1.2 and *2.0 AGA* were included on the June and November 1994 issues of CU Amiga Magazine respectively. Version 2.0 has a routine called Picture Wipe, which is ideal for sliding text and title pages on and off the screen in a number of interesting ways, and it works in realtime too, so it won't take up acres of disk space.



▲ This sequence makes use of the Picture Wipe routine from VideoTracker 2.



▲ The picture first appears stretched vertically, and slides back to its proper size to fill the screen.



▲ Now you can see the Dracula name appearing, as if it's dripping down the screen.



▲ This method has the advantage of being silky smooth, occupying little memory and disk space.

Directory Opus



What's on the menu tonight? Anything you want if you follow this month's menu configuration tutorial for Directory Opus.

Yes, I'll have a number 17, two 24s and a 34 please. Oh, sorry that was the order for the Chinese I had last night! Hang on while I rummage through my pockets for the other bit of paper with menus on it. Ah, here it is, the *DOpus* menu configurations.

Following on closely from the last couple of months, we finish off the configuration tutorials with a walk through guide to changing the program menus.

All of the configuration options work in a similar manner and the menus are no different. If you've worked your way through either the April or May tutorials you should be able to change menus with your eyes shut (almost)!

Coming soon!

By now you should be more than a little familiar with the workings of *DOpus* and its configuration program. From next month we'll be looking at some of the real world uses you can put the program to and showing how to use it in combination with other popular utilities to make using your Amiga simpler, faster and more efficient.

Start off as normal by loading the program and selecting the Configure menu option, then click on the Menus button. You'll now see the various menus appear in the middle of the screen. From here you can change existing options, create new ones, sort them into alphabetical order or delete them. Using the Tools menu you can also change their colour.

Along the bottom of this screen you'll see a range of buttons that allow you to define the type of change to the menus you'll be making. Click on Insert Item and then click on a menu item. A new blank menu line will be inserted on the line before this. In the example here I clicked on the Configure line. From here click on the Paint mode under the Tools menu and then click on the new empty line.

Put into action

A familiar window will appear allowing you to define the actions for your new menu. This is the same as the configuration windows for buttons and works in just the same way. At the top you enter the text that will appear in the menu bar. Here you can also set the foreground and background colour of the menu bar. Below this is a field for entering the keyboard short cut for the menu item. And finally below this are the fields to let you set the action of the menu item. Like buttons these can be AmigaDos commands, programs, built-in *DOpus* commands and *Arexx* macros.

Rather than reinventing the wheel let's create a menu option for running the AmigaDos text editor that we made a button for in the April issue. In the menu name field type in something like 'Editor'. Next up we need to inform the program what commands it should carry out when you click on the menu option.

New entry

Click on the button labelled New Entry. As before, another button to the right and below this button will be enabled. Here we set the type of command to be used, so click on the new button until it shows 'AmigaDos, as we're creating a menu command to launch an AmigaDos program.

Next, click on the magnifying glass next to this. All being well you'll see a requester allowing you to choose the AmigaDos program to be used. If you'd selected a Workbench or *ARexx* type command you'd now chose one of these instead, but either way you'll see a requester allowing you to pick the program to use. Change the directory to 'Sys:c/', click on the Ed utility and select OK.

The next thing to do is click on the button containing the two curly brackets '{}'. This lets you pass the names of selected files and directories to the program. Finally we tell *DOpus* what to do before and after the program is run. Again these are the same as when using buttons, and allow you to do things like open a CLI window and move the *DOpus* window to the front etc. These are selected by clicking once on the scrolling list of items next to the word 'Flags'.

Now click on OK and the following OK buttons until you return to the main *DOpus* working screen. Move the mouse pointer up to the menus, find your new menu line and click on it. The Editor will now load up and run.

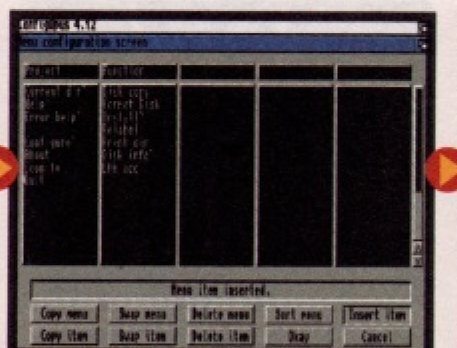
You've now mastered the three adding and changing commands in *DOpus*. Using combinations of these three you should be able to get *DOpus* performing almost every operation you can do from Workbench and a few more for good measure. Have a go and see what you can get it to do. ■

Andy Leaning

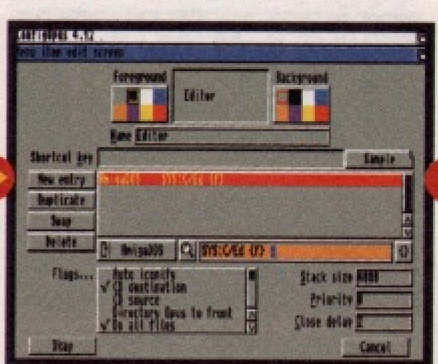
Directory Opus 5

As we went to press we were informed that *Directory Opus* version 5 is finally available. This is the long awaited update to the version that was cover mounted on the February 1995 issue of CU Amiga Magazine. It's available from Wizard Developments on 01322 272908.

▲ The Configure Menu screens, showing the normal DOpus menu structure.



▲ First we make space for a new menu line. We've inserted one before the Configure option.



▲ Now the new entry is named and created. Ours will load the AmigaDos text editor.



▲ The new menu ready and waiting to be used. So get to it.

ProDraw

PART 1

Impressed with ProDraw, our May '95 cover disk? Yes. Then you'll be amazed as we reveal the secrets of this superb package in a series of tutorials.

One of the great things about *ProDraw* is that you don't need to be a particularly talented artist to create impressive pictures with it. It's so easy to use, you can construct curves, squares and circles just be pulling corner points around – the lines that form the shapes change to fit around the new corner point locations. Because you're not drawing every pixel, and hand drawing every curve, it's far easier to create impressive looking artwork, even if you've got the artistic skill of a drunk chimpanzee!

But in order to do so you need a good understanding of how the program works and how the various drawing tools can be used. So over the next few months we'll be looking at this.

Each month we'll be take a particular program function and use it to create an effect. Doing so will hopefully show you not just how that function works, but also give you lots of ideas to help you create new and exciting artwork.

This month we boot up the series with a look at the Clone function to create a seashell effect.

Seashore with ProDraw

First turn the Snap-to-grid mode on. This is found in the Preferences requester. Set the distance to .5" for both X and Y dimensions. Now draw a square of 1" by 1" in size, using the grid snapping feature. Having drawn the square, select it and then double click on the Null Pointer Tool and enter the coordinates 3 by 4.

A1200 Compatibility!

The version of *ProDraw* supplied on our cover disk isn't compatible with the A1200 or A4000. This was clearly marked on the disk.

However if you want to use *ProDraw* on either of these systems LH Publishing (01908 370 230) have an update disk to allow you to do just this, for small fee. They can also install it on your hard drive, again for a minimal cost. For more details see this month's news pages.

Now call up the Clone requester from the Object menu. The Clone function duplicates an object but changes the object in the process. The next time the object is cloned the changes are made again, allowing complex shapes to be built up. In this case we're going to rotate and move the square around a central location, and shrink it a little as well. The net result of these changes will be a seashell effect.

In the requester enter X and Y offsets of .1" and .2". This will move each new square across .1 of an inch and vertically .2 of an inch. Next enter a resizing factor of 99 and 99, which reduces the square's size by 1% each time.

Now we set the centre of rotation to 3.5" and 4.5" respectively. This is the centre of the square we drew and positioned earlier. Finally give it an angle of 5 degrees, and again give it a central rotation point of 3.5" and 4.5". If this is confusing change the requester to reflect the contents of the requester shown in the screen shot seen here. Now click on the OK button and you'll see the square duplicated, but also rotated and moved.

Now press Shift and Tab. Each time you press these keys the clone operation will be carried out using the settings entered in the Clone requester. Do this lots of times and notice how the duplicated squares rotate, resize and move each time, slowly building up a spiral effect. Continue to do this until you've created a large spiral like the one seen here.

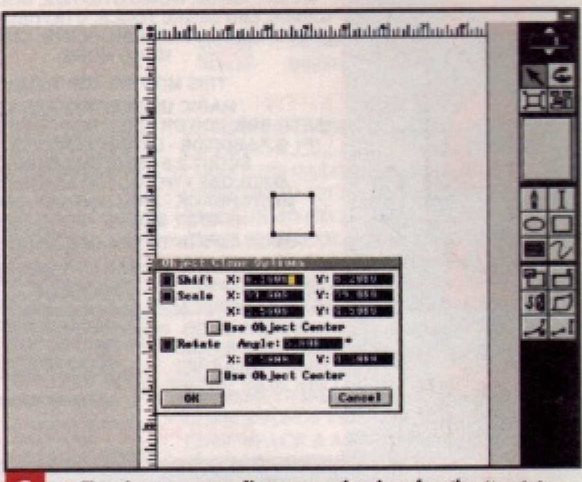
Let's form a group to make some spirals

Next click on the Group Selection tool and drag a box around all of the objects. Now it's time to add a little colour to our spiral. Select Gradient Fill from the Attributes menu. Set the start fill colour to yellow and click on the OK button.

Finally unselect all the objects and turn the Wireframe mode off to see your seashell drawn in glorious colour.

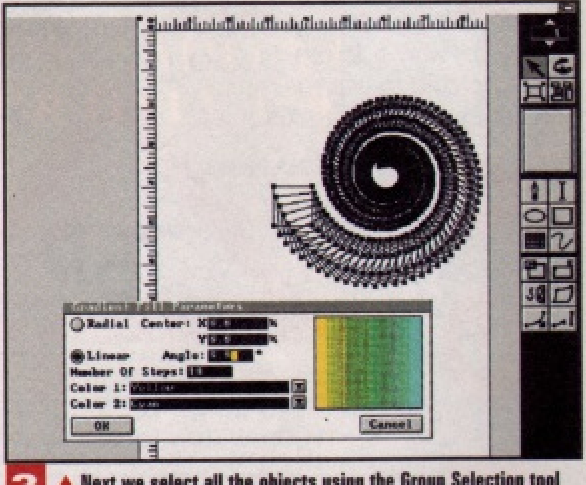
This is just one example of the power of the ProDraw clone function. Try experimenting with it and entering different values – with a little imagination the range of possibilities is endless! ■

Andy Leaning

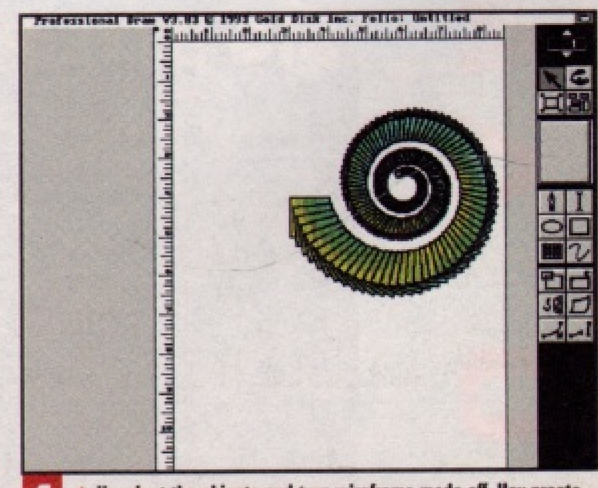


1 ▲ First draw a square. Now set up the clone function to rotate, reduce and move the square around a central point.

2 ▲ Now simply by pressing Shift and TAB you can perform the clone function as many times as needed to create the spiral.



3 ▲ Next we select all the objects using the Group Selection tool and then apply a gradient fill to them all. I used Yellow to Blue.



4 ▲ Unselect the objects and turn wireframe mode off. Hey presto, the seashell in all its glory. Have a go at creating similar effects!

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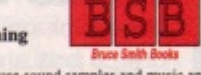
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LOGOS, MEANINGS AND MYSTERIES:



CD32 queries, ParNET and various other CD ROM-related problems.



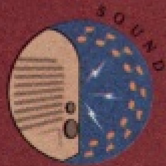
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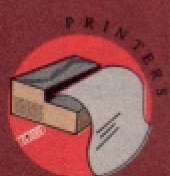
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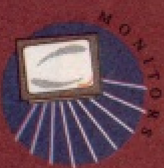
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TONY HORGAN
Yes, it was tough being raised by bits of metal but it paid off. Look where I am now.



ANDY LEANING
Me too. Thanks to my upbringing I can laugh in the face of hard drive problems.

SCSI confusion



I am new to the Amiga and have run into a few problems that I hope you can help me with.

My first query is about SCSI Interfaces. I want to use them but they have me a bit confused. From what I can gather, SCSI Interfaces can be used in either the PCMCIA slot or in the trapdoor for accelerators etc. Can you explain the difference between drivers, interfaces and devices?

Continuing on the subject of interfaces, if I choose to get the interface to use in the trapdoor, would it be possible to get the Blizzard 1220/4 Turbo with the interface plugs required and then, at a later date, get a hard drive with plugs that could use the same controller?

Lastly, on the subject of interfaces, would it be possible to make my Zappo CD-ROM SCSI compatible? Should I get the interface for my PCMCIA slot?

I also have a problem with picture reception on my TV. Since I got my computer the picture has never been great. I thought that it might be interference from other electrical things in my room so I tried switching them all off but to no avail. I tried changing the settings but that didn't do any good either. Do you think that there could be something wrong with my computer or could it be outside interference?

S. Stewart
Hull

What a lot of questions. Interfaces are the electronics that convert the signals from the Amiga into signals that can be understood by the devices plugged into it. To attach a SCSI compatible hard drive to your Amiga you'll need a circuit that converts the Save and Load instructions from your Amiga into something the SCSI hard drive will understand. Drivers are the software bit that tells your Amiga how to communicate with the hardware and interfaces connected. If you add new hardware you'll need new drivers so the Amiga can communicate with the new stuff.

The only reason you'd have a SCSI interface is to use a SCSI device. Having a SCSI interface on its own is a bit pointless. However, if you purchased a Blizzard card with a SCSI interface there's no reason why you couldn't attach a suitable SCSI hard drive in future.

There's no way to adapt the Zappo CD drive to SCSI. You're far better off with the Power drive instead. Tell them we sent you. See the next letter for some ideas on your TV interference.

The fuzz



Please help me. Something's interfering with my Amiga. When I connect it to my TV all I get is a fuzz, although it worked previously on a friend's 1084 monitor. I saved up for several months to get it and it doesn't work. Please help me, otherwise I've wasted all my money.

John Priory
Liverpool

I'd try fine tuning the TV. Another thought that springs to mind is central heating [strange boy – Ed]. If the interference only happens from time to time it might be the electrical signals generated by the central heating when it comes on, or any other timed electrical systems in your house.

Two choices



I own an A1200 with a 60Mb hard drive and a PC 1208 with 33MHz FPU and 4Mb RAM. I am thinking of buying a CD-ROM drive and would like some advice on which one to buy so that it will not conflict with my current hardware.

It's a toss up between the Power Computing CD-ROM and the Zappo. Is it true that both of these are CD32 compatible? Also is the the HiSoft Squirrel SCSI Interface able to run CD32 games with a suitable CD drive? If so what drive would I need?

Last of all, will you, in further issues, be reporting as to whether CD32 games will be compatible with CD-ROMs?

Ian Topp
Bolton

We reviewed both the Squirrel and Power CD drive in the April issue, giving both the coveted CU Amiga Magazine Superstar award. Both will run many CD32 games. After testing the Power drive we found it to be better than the Zappo drive and have no hesitation in recommending Power Computing's model. We are looking into reporting compatibility of CD games with CD drives, however until Zappo see fit to send us their drive this is difficult.

Speccy challenge



I have an A1200 and I'm thinking about getting a Spectrum emulator for my old Spectrum games. Please could you let me know how I go about transferring the games from tape to disk?

Richard Lewis
Gwynedd

Full details of how it's done are giving in the instructions that come with the various emulators. Each works in its own way. A common method is to load the games from tape via a sound sampler and then save them out onto disk. Others require the building of custom

hardware. Either way it's great fun playing those old games.

Hard up



Recently I sold my A600HD and Bought an A1200HD and have been happy with my decision thus far. My one problem is that when switching it on it firstly asks for a floppy to be installed and I have to reboot to get the Workbench to load from hard drive. Although this is a piffling thing and only takes a few seconds to overcome, I would prefer it not to ask. Is it possible on an A1200? The startup sequence seems to be in order.

Nicholas Carr
Eastbourne

There are two possible answers. Firstly Workbench hasn't been correctly installed on the hard drive. To get around this insert your original Workbench 3 disks and run the install program. If after this you're still experiencing problems then you've probably got an IBM hard drive. There's nothing wrong with this, it just takes a few seconds to start up. During the time it's starting up your Amiga has already has a look and sensed no hard drive present and so asks you for the boot disk. This should only happen when you first turn the Amiga on each day.

AGA A600



1. Which is the best method of resetting the Amiga, holding down the two Amiga keys and the Ctrl key or switching it off and on again?

2. Is it possible to upgrade the A600 to the AGA 1200 or make the A600 AGA compatible?

3. I have a Panasonic colour printer. When I boot the Amiga from Workbench the printer will not print, but it will print when the machine is booted with a different disk. What am I doing wrong?

Larry Quinn
Co. Louth

We recommend using the keyboard to reset the Amiga. This puts less strain on the circuitry inside it, with none of the power surges that can occur by turning the machine on and off. However this won't always wipe everything from memory (viruses for example) or recover from serious crashes. You may need to turn it off via the power switch in these cases. There's no way to upgrade an A600 to an A1200. Your best bet is to sell your A600 and buy an A1200. As to the printer problem, your Workbench disk has drivers on it to control the printer, and these aren't present on your other disks. You'll need to copy the libraries and drivers from your Workbench disks to these other disks and then boot from them for it to work.

Secondhand games



We got a secondhand A500 at Christmas. We have a few games but cant afford to buy new ones. Do you know anywhere on the south coast that sells secondhand games as we can only find places that do SNES games?

Also, could you tell me the best way of cleaning my computer?

Jonathon Bailey
Bournemouth

We don't know of any particular company who sells secondhand games, but car boot sales are often a good place to look, as are jumble sales and small computer dealers. You can regularly clean your Amiga with a small soft brush, to remove dust and other air-bound dirt. More serious dirt can be cleaned up using a non-abrasive house hold cleaner, but avoid any openings, such as the disk drive and interface ports.

Spare processors



I have decided that my A1200 is not fast enough and to buy a Blizzard accelerator. While thinking of this, I wondered what would happen to my 020 processor. I know that the 030 accelerator would take over automatically but it seemed a waste of a perfectly good processor. To have it sitting there doing nothing would be a shame.

Is there any way of using it as an additional processor which carries out specific tasks and is there any software that will do this?

Paul Palmer
Essex

Unfortunately you have little choice. The accelerator upgrades don't physically replace your existing processor, but instead take over from it completely. Even though you have a perfectly good CPU sitting idle, you'd be hard pressed to find someone willing to buy the old one off you, and if you could they wouldn't pay much for it.

Fallen pound



I have been using the excellent ProCalc coverdisk since it appeared on the November issue. Can you tell me how to change the default currency setting from USA $ to British £. I assume this is possible as your April tutorial is using a £ rather than a $.

G Ritchards
Liverpool

We've got lots of suggestions, like John Major resigning for starters, but these won't help you much (and this is a computer mag anyway ...). In answer to your particular problem with pound signs, you can set the default currency using the icon's ToolTypes. Add or change the string 'CURRENCY=£' in the Information requester for the ProCalc icon in Workbench.

Alternatively start ProCalc from the CLI using a command line 'Procalc -c£'. Other command line options will be covered in our monthly ProCalc tutorials in the not so distant future.

Personal development



1. Please could you give me any information on being a systems analyst or systems programmer as that is what I want to be when I grow up. I have some knowledge of BASIC and have bought Complete Amiga C. It actually teaches you how to program in Pascal and then in C. Is Pascal much different from Basic? Many of my friends say that Pascal is rubbish. Is this true?

Mohammed Saeed
Keighley

Contact your local technical college and ask about City and Guilds courses in this area. Pascal is a more disciplined language than Basic, and is more rigid in its structure. For this reason it's used by many educational establishments as it's good for leaning the fundamentals of structured programming.

However, due its rigid structure it is all that suitable for interactive environments (games, GUI etc) and has lost favour in the 'microcomputer' market.

If you go on a systems analysis course the chances are you'll end up leaning Pascal, Cobol, C and other languages.

Corrupted



I recently had a hard drive installed on my A1200 but a number of disks don't load. They come on screen as DF0??? and when I double click on them, it says the icon has no default tool. I tried altering the DosDriver but that has no effect. Also, what is the best way, if any, to run my PC packages like Lotus 123 on my A1200?

David Scobie
Perth

If the disks appear on your Workbench screen as DF0??? they are either faulty, games disks or not Amiga disks. Whatever the case, it's unlikely you'll be able to install them on your hard drive. To run PC based programs on the Amiga you'll need something that emulates PC hardware – try PC Task from Emerald Creative tel: 0181 715 8866.

Grabbed



I have a standard Amiga 1200 without any upgrades and have tried to use the PD utility Quickgrab on autobooting disks without success. Is it possible to use Quickgrab with autobooting disks and if so, how?

D Spalding
Lowestoft

Quickgrab is a PD utility takes a snapshot picture of the current Workbench screen. You need to get access to Workbench for Quickgrab to work. If your disks autoboot, but have Workbench on them you can use it by copying the program to the disks, putting it in the WBStartup drawer.

NO SAES PLEASE

We regret that we cannot respond to readers' queries by post or over the phone. Please do not include stamped addressed envelopes with your letters, as we simply don't have time to answer the thousands we receive. Responses are only possible through the pages of the magazine.



Frequently Asked Questions

AmigaDOS can be a minefield of a problems but not any more.

Q. What is it?

A. AmigaDOS is a 'disk operating system', the Amiga equivalent of MS-DOS on the IBM-PC. The PC's graphical user interface runs 'on top' of MS-DOS, whilst on the Amiga it runs alongside AmigaDOS.

Q. What use is it?

A. From Workbench 2 onwards, almost all the file and disk management you need to perform can be handled from the Workbench display with pull-down menus and hot keys. However, there are still situations when opening a 'Shell' and entering AmigaDOS commands by hand is essential. In any case, some users prefer using the Shell and find it quicker and more flexible.

Q. How do I use it?

A. To enter AmigaDOS commands you need to open a Shell window. The Shell is held in the System drawer, but is so useful many people use the Workbench 'Leave out' menu option to have it permanently on the screen for when they need it.

Clicking on the icon opens up the special Command Line Interface (CLI) called a Shell. From here you can type commands and see their results. You can open many Shell windows at once if you desire. The Shell has many tricks for making AmigaDOS easier to use, such as pressing the up arrow key to redisplay the last command typed.

There are also different Shells available that were not written by Commodore. One of the best is KinCON which automatically tries to finish your filenames, and keeps a record of everything displayed in the Shell window. KingCON is available from any PD library.

Q. Where can I get the documentation?

A. If you have an A1200 then unfortunately none was supplied (a small booklet came with the A4000). Bruce Smith Books series "Mastering AmigaDOS, volumes 1,2 and 3" do the job.

You can get information on most commands by typing them into a Shell window, followed by a question mark (eg. copy ?).

Q. What sort of commands can I enter?

A. The most useful commands are 'cd' for change directory, and 'dir' for displaying a list of the files contained within the current directory. Both can be used with device names (eg. dir df1:).

Q. Why does it seem so slow?

A. If you are using the Amiga with only a floppy disk drive, AmigaDOS will appear to crawl. This is because many of the commands are stored on disk in the C: directory and need to be loaded before they can be used. Later versions of Workbench come with some of these commands built into the ROM (enter 'resident' to see which ones). You can speed things up with any version of Workbench by manually making certain commands resident (loading them into a special place in RAM). To do this, enter:

```
resident command
```

in a Shell window, replacing the word 'command' with the name of the command you want to make resident. This is handy on systems with just one floppy drive. With a hard drive, AmigaDOS is much quicker than a floppy-only system.

Q. What exactly are device names?

A. Every disk drive on the Amiga has at least one device name. The name is a sequence of letters, or numbers or both, ending with a colon (":"). For example, the internal floppy disk drive is called df0: and the RAM disk (which is always present whether you use it or not) is called ram:. So for example, to see the list of files on a floppy disk, open a Shell and enter:

```
dir df0:
```

Using 'Assign' you can temporarily create your own names and refer to them instead. Sometimes the devices are not 'real' (such as the RAM disk), and sometimes a single physical device (a single hard drive for example) contains more than one device (Work: and Workbench: for example).

Q. Can I use several commands at once?

A. Yes. Precede each command with run, for example:

```
run dir df0: run dir ram:
```

Q. Can I use batch files like on a PC?

A. Any text file (for example one created with the AmigaDOS program 'Ed') can be used as a batch (or script) file: in other words, the text in the file will be treated as though it was entered at the keyboard.

To start the file working, either use the 'execute' command like this:

```
execute my_text_file
```

or set one of the the text file's special status bits with the 'protect' command like this:

```
protect my_text_file +S
```

Now the text file is a script, and can be used by entering its name. You can use this feature to make your own AmigaDOS commands. One of the most important script files is the 'startup-sequence' which the Amiga automatically tries to execute when it is switched on. This file contains instructions which set up the way in which the Amiga operates and defines some assigned devices. Another important file is 'user-startup' which you can use to enter your own commands which you want to be executed every time the Amiga is switched on. It is similar to the WBStartup drawer on the Workbench. Both startup-sequence and user-startup are kept in the S: directory. ■

John Kennedy

Table of useful DOS commands

Command	Purpose	Example
assign	Set up an alternative device	assign john: df0:
assign	List devices	assign
avail	Display free memory	avail
cd	Change Directory	cd df0:
copy	Copy a file or direction	copy ram:john df0:
dir	Directory listing	dir ram:
ed	Edit (or create) text file	ed ram:test
endshell	Shut down the current CLI	endshell
execute	Process file like input	execute ram:test
format	Prepare a disk for use	format drive df0:name Brian quick ffs noicons
info	Display useful facts	info
info	Display facts on a device	info df0:
list	Display a list of files	list df0:
newshell	Open up another Shell	newshell
makedir	Create a new directory	makedir ram:Charlie
resident	List commands "built in"	resident
resident	Add a new command *	resident c:dir pure
run	Start command in background	run dir df0:

* Note: many commands will not work unless the 'pure' keyword is included. This is because not all commands will work reliably under multitasking conditions when made resident. They can always be copied to RAM disk instead if this is a problem: for example, copy c:copy ram:.

Masterclass

Those seemingly useless drawers in your Ram Disk are in fact vital. Let us explain ...

If you have an Amiga with Workbench 3.1 (or Workbench 2), you may have noticed that three seemingly useless drawers always seem to appear in the Ram Disk. You can check for them now: double click on the Ram Disk and select the "Show... All Files" option from the Window Workbench menu.

These drawers are set up by the Amiga's Workbench as it loads, and I have often been asked what purpose they serve. Why can't these drawers simply be deleted to gain more free memory? Hopefully, after this Masterclass you'll see that the drawers in the Ram Disk are actually extremely useful and well worth keeping.

The first of these drawers is the T (for temporary) directory. Here programs occasionally store information that they need to keep track of. For example, if you use *Directory Opus* to run image viewing programs, it will often generate some data and store it in the T directory. The mail program Spot will keep text files in T whilst they are edited. AmigaDOS script files often open files in T whilst they work.

There is nothing to be gained by trying to delete this data or re-directing it to disk: it's stored in RAM simply to speed up operations. It could be stored on disk instead but on a single-floppy system this could bring about a lot of tedious disk swopping and even on a hard drive system it would waste time. Another reason why T is located in RAM is because the information stored there isn't vital to national security by any means, and if the information is lost when the computer is switched off then no-one will cry too much.

Clipboards

The second drawer is the Clipboard's directory. Whenever you use Copy or Cut from a program, it should theoretically store whatever has been copied or cut in a special device called the Clipboard. For example, text editors should store the text cut or copied in the Clipboard. Again, it's a matter of speed and the non-vital nature of the data which makes the Ram Disk the perfect location. But with Clipboards comes the option to share the data between different programs, as data stored there should be kept in a standard format. Unfortunately, not all programs use the Clipboard in the proper way (or at all), but those that do can be particularly useful. Often I find it a great time saver to snip text from an AmigaDOS Shell window and paste it into the text editor *Cygnus Ed*. With a public domain utility such as *PowerSnap* it is even possible to paste into file requesters, which is incredibly useful if you have a very long path to try and retype several times.



▲ Each of the preferences tools (here with their MagicWB icons) can either Save or Use the settings made to them.

If you keep watch in Clipboards, you won't often see any data actually appearing in the Clipboards directory itself, but if you do you will know what it's for and that deleting it probably isn't a good idea.

Environmental archives

Probably the most interesting secret RAM drawer is the ENV directory. When the Amiga boots from floppy or hard disk into the Workbench, it has quite a lot of setting up to do, which is one reason it seems to take so long. At one point in the booting procedure, the ENV drawer is created in the Ram Disk. Into this drawer is copied the entire contents of the ENVARC directory, which has been stored on the bootdisk in the path SYS:Prefs/Env-Archive.

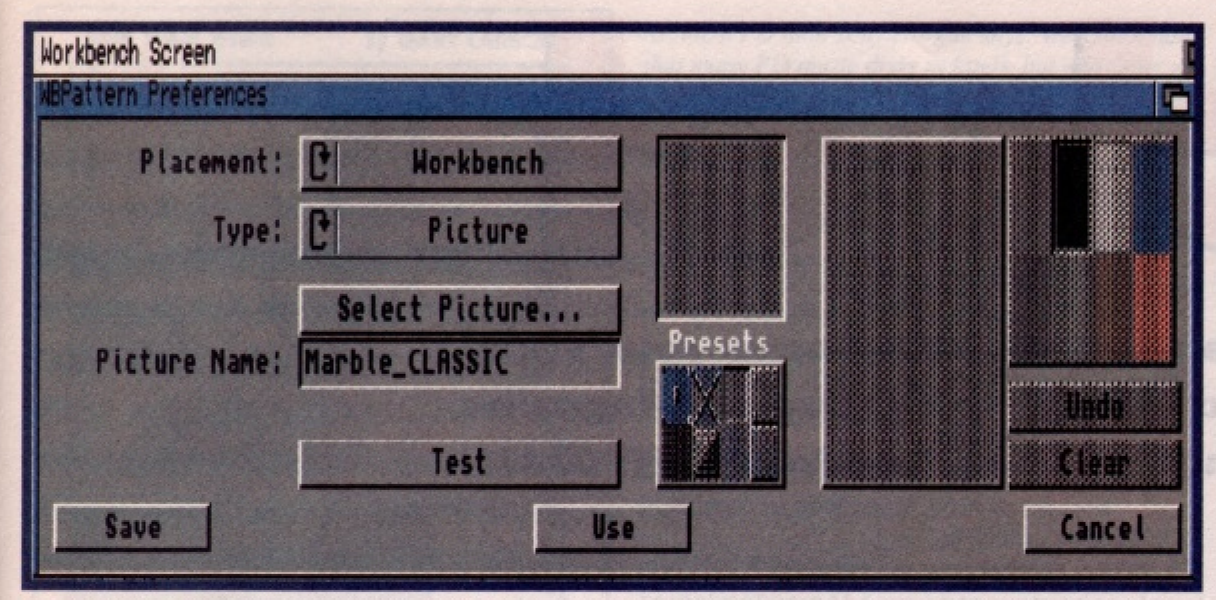
ENVARC stores vital information which the Amiga Workbench, and any other programs you may have installed, need to know when started. The Amiga will want to know which screen mode to use, the overscan preference settings, the chosen font, which printer, which colours to use ... all this information needs to be stored somewhere permanently or it would need to be re-set each time the Amiga is switched on.

Other programs will also need to store their various settings and ENVARC provides a neat and sensible way to keep track of all these settings. Each program creates its own drawer inside ENVARC and keeps all its own private data in there, where it knows it can count on it being stored. The program IPrefs in the start-up-sequence looks at the ENV settings to make sure the Workbench is set up properly when the Amiga boots.

Revving it up

For speed, the Workbench and other programs normally obtain their settings directly from the ENV directory. When you use a Preferences tool (such as Screenmode) you'll see two options: SAVE and USE. If you select USE, the changes in the settings are copied solely to the ENV drawer. This means the new settings will be available to any programs (or the Workbench) from that time onwards. However, switch the computer off and on again and the changes will be lost: this is because the changes were only stored in memory.

On the other hand, if you use the SAVE option, the settings are altered in ENV as before, but also in the ENVARC directory on the disk. So next time the computer is switched on, the settings are copied from ENVARC to ENV as usual and the new



▲ If you select USE from a preferences requester like this, the settings are written to ENV, in RAM. However, select SAVE and the settings are also stored in ENVARK, which is on disk and therefore 'permanent'.

settings will be in operation.

This means that the USE option is very handy for testing out new preferences, because you can always be sure that to get back to normal all you need to do is reset the computer. Only the SAVE option will make the changes permanent.

If you look in your ENV drawer, you may find drawers which have names similar to your software. For example, I have a Mosaic directory in ENV, which contains my preferences for the *Mosaic World Wide Web* program. I also have drawers for *AdPro, CED* and quite a few other programs: all were added automatically at the time the software was installed. It can be informative to look in this file: sometimes if you have deleted a program because you don't use it anymore, you can reclaim some space by removing the entry from the ENVARC directory. Remember that deleting the files in ENV only won't actually do much, as next time the computer is reset the files will be copied back into memory. Only delete a file when you are absolutely sure you don't need it any more. If you are experimenting with AmiTCP and Internet software, you will soon collect a vast repertoire of files in your ENV drawer, and it pays to try and keep track of them all.

In ENV, look out for files such as Kickstart and Workbench. They are created at boot time and contain the release versions of the Amiga operating system in case any programs need to know what type of machine they are running on. Don't bother deleting them: they only take up a few bytes anyway.

Add your own icons

Other interesting information is kept in the ENV drawer. Have you ever wondered where the default settings for the Workbench icons are set? The images for all the Trashcan, drawers, disks and tools?

When a drawer is created from the Workbench, the icon used is copied from the image contained in ENV:Sys/def_drawer.info. By saving your own image in this directory with this name, you can alter what happens when you create a new drawer.

The same is true for projects and other files: you can add your own icons by altering these default images. Try saving the ENV rather than the ENVARC version and then examining the RAM disk drawers to see how the finished drawers will appear.

Each disk can also have a unique icon associated with it. If you look at a directory listing of a hard drive partition, you might see an icon named disk.info, and this is the graphic displayed for the disk. Using IconEdit you can save your own image (which is how I get the comic characters to appear on my Workbench). Like any other icon, you can edit them and re-save them. This will mean that any subsequent drawers created will have the new graphic to go with them. The 'SAVE AS DEFAULT' option in the Icon Editor program saves the new images to ENV and ENV as you would expect.

When saving icons you MUST remember to set their type correctly. You must ensure a disk icon is set to a disk icon and not a drawer, tool or project.

The only really tricky icon to change is the Ram Disk icon. As you might expect, it isn't possible to create an .info file for the Ram Disk as it would vanish as soon as the Amiga was switched off. There isn't a special setting for the Ram Disk in the ENV drawer, and instead you will need to resort to a little jiggery pokery. The simplest way to make sure your Ram Disk has a shiny new icon is to add a line like this:

```
copy > nil: sys:s/plop.info to ram:disk.info
```

to your user-startup script file. Thus, when the Amiga boots up, it will execute the user-startup file as per usual and copy the new icon (plop.info) over the Ram Disk's default. Save your own icon called plop.info in the location of your choice, and then add a similar line to your start-up sequence.

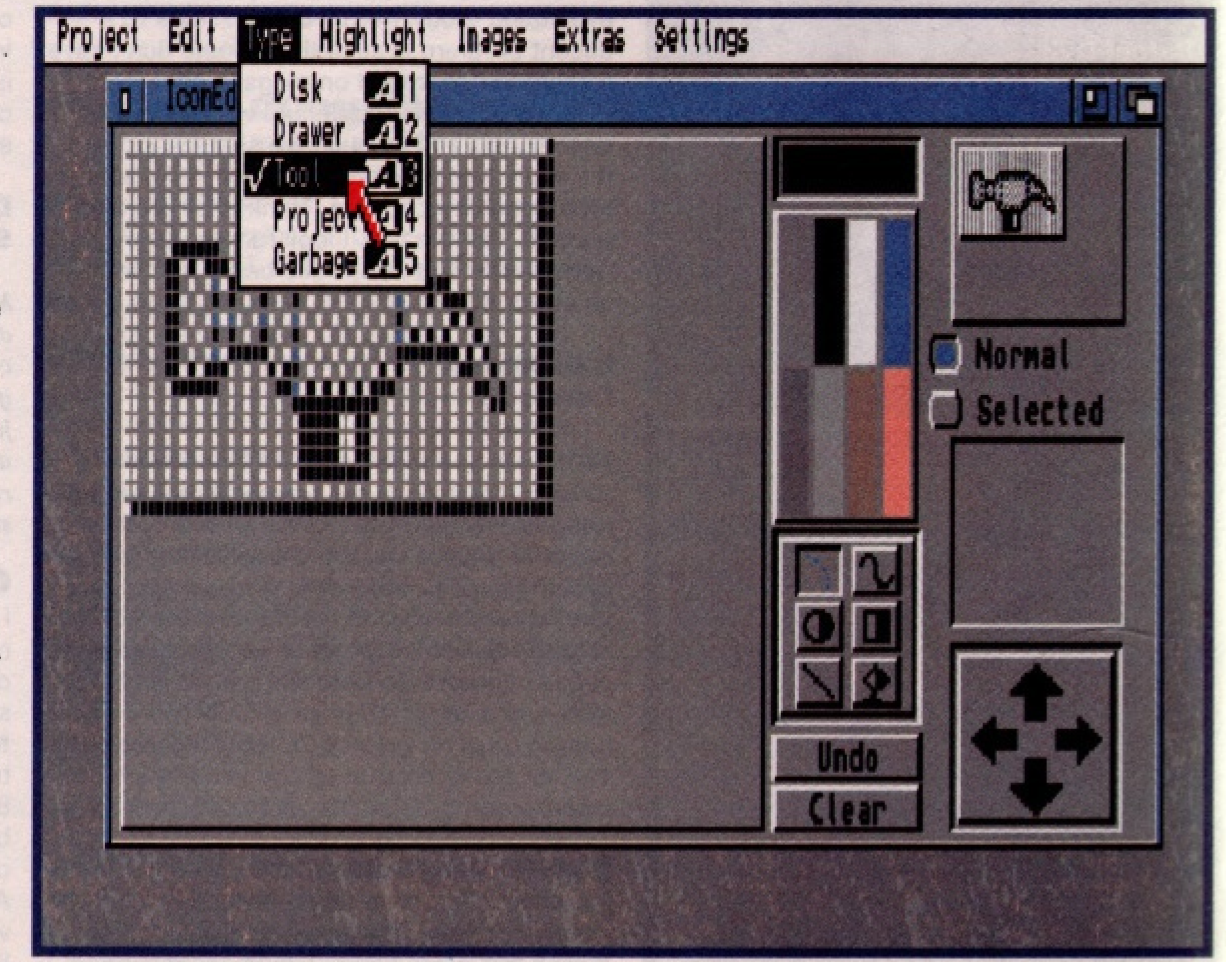
This messing around with the default icon settings and adding lines to the start-up sequence is exactly how Magic Workbench system manages to replace all the boring default icons with the very pretty shaded versions it uses.

Nice workbench?

If you have created a really cool Workbench environment, please let us see it. We'll publish the smartest looking screen displays here, so others can see what a clever dick you are and can also try and improve their own surroundings.

Let's banish old blue and grey displays for ever! Send an IFF snapshot of your Workbench on disk to the magazine, or by e-mail to cuamiga@cix.compulink.co.uk, or 2:443/13.4. Let's see what you can come up with! ■

John Kennedy



▲ Remember that each icon MUST have its type set correctly. All drawers must be drawers, all disks set to disks and so on, or odd things can happen.

Back chat

Want to shout it from the rooftops? Well save your vocal chords. Write it down and send it to CU Amiga Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

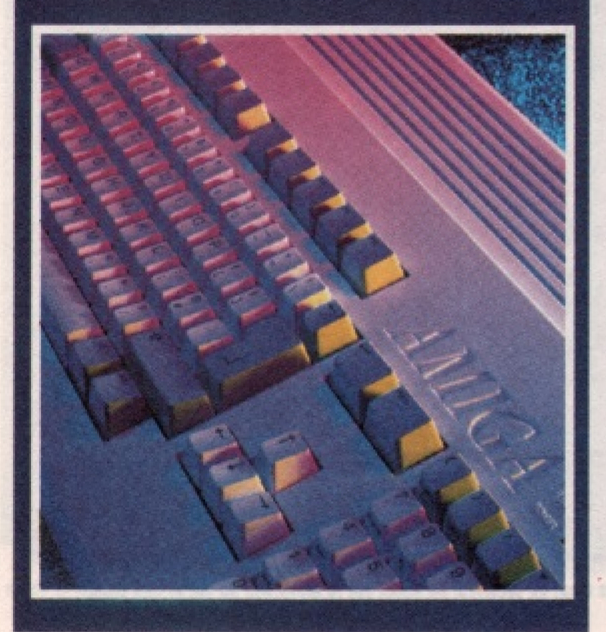
Where are the music masters?

Recently, I spent a day listening to hundreds of old 64 tunes from SidPlayer. What I want to know is where have all the great musicians gone? Sure, we have people doing fine work for the Amiga. People like Allister Brimble and Chris Hülsbeck are well known and there are plenty of demo scene legends who moved on to producing some classic music for Amiga games but people like Martin Galway, Ben Daglish and Rob Hubbard seem to have vanished.

I would be really interested in hearing some news on such musicians. Perhaps you could do a feature on such a subject as the Amiga has followed in a long line of Commodore machined which make other machines like the ST and consoles look old, sound wise.

Rafael Dyll
Witten, Germany

Where are they now indeed? Rob Hubbard was lured across the pond by Electronic Arts USA headquarters, where he produced some excellent soundtracks (like those for Skate or Die) and some not so excellent ones like the original PGA Tour Golf music. As for what he's up to now, along with the other legends you mention, we're on the case! Watch this space ...



"Lazy programmers"

In reference to your January issue, Tom Wainwright says that programmers are lazy. I strongly disagree as I am studying to become a programmer and it is hard work. Obviously he hasn't tried programming anything for himself.

Try programming a top rating game, incorporating good graphics, sound effects and good gameplay with an original idea, I don't think you'll be making one in a hurry.

Martin Towell
Silverdale, Australia.

Offers for all

I think that it is unfair that subscribers are granted special offers like in the March issue. I have a standing order with my newsagent for buying CU and have done ever since I got my Amiga. I expect that many people are the same.

If all people that weren't subscribers stopped buying your mag, you know as well as I do that you'd be out of a job. The cost of everything today, from a bag of crisps to a decent program is such that people don't have a spare £50 to spend on mags in advance.

We are Amiga people and we are also CU contributors and as such we should be given the chance to purchase some of these special offers at a reduced rate. Think of all of your readers. Not the few. I look forward to my CU every month but I don't like being treated as an afterthought.

R Dickinson
Dewsbury

The reason we can run special offers for subscribers is that we do not have to pay newsagents or wholesalers their percentage for selling the magazine. I agree that £50 is a lot to have to come up with in one month, but our discount offer gives you the magazine for 12 months for under £37 and considering that you get hundreds of pounds worth of free software every year that is more than worth while – even at the full price of £3.99 (yes we have just increased the price of CU Amiga Magazine by 1%; the first increase in several years) it is superb value.

Have a gold star

I have noticed that all your cover disks are write enabled instead of being write protected. This means that when you purchase the magazine you have to put it on to write protect or else you might blank the disk or, heavens forbid, put a virus onto all your other disks.

Andrew Watkins
Gwent

Top marks for observation. We always stress that you must write enable your disk before decompressing it. You're a bit confused about the virus part though. A virus can be spread by a disk whether it's write protected or not, but can only contract one if it's write enabled. All of our cover disks are virus checked anyway.

Deja vu?

Ever since getting my Amiga, I have bought your magazine. As well as the great tutorials and projects, CU always has really good cover disks with some fantastic utilities. The best thing about them is that they're almost always full utilities, not scaled down versions like other mags have.

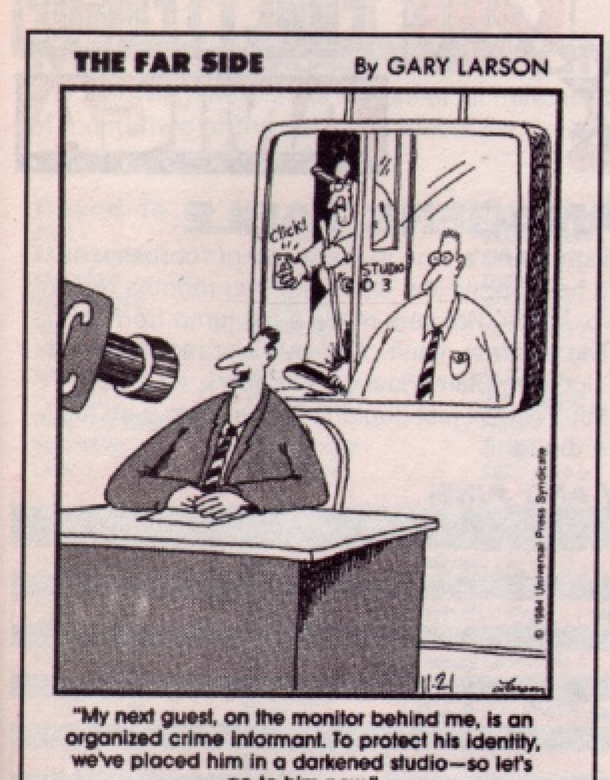
However, CU must have run out of ideas because, unless I am mistaken, the latest offering of *MovieSetter* has already appeared on cover disk 40. It's even the same version. In fact, the only difference is the manual that is included with this issue. Surely CU can come up with other great utilities rather than starting to repeat itself with old material.

Dennis Whitehall
Spennymoor

MovieSetter was one of our most popular cover disks ever, and even over a year after the original cover disk had sold out, we were getting calls asking if it was still available. Plenty of new users have joined the Amiga scene since then, and with the addition of the full manual, we thought it well worth repeating. If you already have the program you should appreciate the manual!

Game ratings

I have noticed a trend appearing in your game reviews section. Namely, games seem to be overrated too often. I know reviews are personal opinions, but surely the whole CU Amiga team didn't honestly think that *FIFA Soccer* has "beautiful animation" and gameplay worth 89%? I haven't seen the full Amiga game yet, but going on your cover disk demo, this is complete rubbish! And yes, I did play it on an A1200, with an accelerator. And then what are we supposed to think when you give a game like *Skeleton Krew* a mark of 83% one month and then review the identical CD32 version



"My next guest, on the monitor behind me, is an organized crime informant. To protect his identity, we've placed him in a darkened studio—so let's go to him now."

and give it 48%? I've played *Skeleton Krew*, and agree with the 48% rating. I'm beginning to think you've lost it.
Brian Cunningham
Salford

You're right, review scores are based on personal preference, and we fully reserve the right to change the score if one reviewer likes or dislikes a game more than another. FIFA is still one of our favourites; Skeleton Krew is not. Simple as that really.

Mag designer wannabe

I am an eager 16 year old wondering about his future. I would like to be an illustrative designer or graphic designer when I leave school, so I would like to ask Helen Danby what qualifications I would need?

Christopher Nutt
Fife

Well, it's not just a matter of laying out pages you know. You need patience, the ability to stay very, very calm, a good eye for design and colour, and (almost essential in this day and age) a degree in Graphic design. Get yourself into Art College and study hard! (Don't forget to party though).

More PD music

I am a great music fan and there is nothing I like better than kicking on my stereo and reading CU. I am also a great fan of animation and I like to scour the ads for good PD and other animations. I think, though that your PD section should cover more music disks and I am desperately looking for an artificial intelligence disk and a speech disk. Please could you suggest some for me even if in the briefest corner of the page.

Also, I think that you should make your reader surveys more fun with strange questions like "Do you own any Metallica t-shirts?" Then you could fill them in with your friends.

Brian Kelleher
Co. Cork

Resident PD man Tony Horgan says: We've not had that many PD music disks in lately, but whenever we do, the good ones always get a mention. As a music nut myself, it's my fave part of the PD Scene! If any readers want to swop their own tunes with others, send them in to me, quoting an address and price (to cover disks and postage), and we'll include them in the PD pages.

We featured a speech synthesiser last issue (page 87). It's available for £5 from Andrew Fisher, Ingleside, 60 Burgh Lane, Mattishall, E Dereham, Norfolk NR20 3QR. As for AI, we haven't found anything that's any good.

Game demos

In reference to three of your cover disk demos, namely *Crystal Dragon, Dragonstone* and *The Settlers*, I ask this, can you actually complete them? I have been wandering around the first two for ages, looking for something that I might have missed. I wonder now if, since you give us only the first level, the disks are purposely unsolvable. In reference to the latter cover disk, I have not found a way that this can be done. I am not interested in demos that can't be completed, its a pointless exercise. If you must do cover disks in this way, please say if they are finishable.

Andrew Williams
Luton

We try to bring you the best PLAYABLE DEMOS available, but you've got to remember that they are just that: demos. They are not finished products and are not intended as a replacement for full commercial software. You get to try out brand new games on our cover disks every month, but if you want to play the full game you've got to buy it. Come on, Andrew, we're not being unreasonable here. (PS, Dragonstone has a definite ending, Settlers is never ending (like the game itself) and Crystal Dragon was most of the first level.)

Fields of compilations

Less than seven months ago I bought *Fields of Glory* which I was most pleased with. However, I paid almost £36 for it and now the game has been released on the Power Plus label for only £17, almost £20 less than it was selling for a couple of months ago.

While I understand that games will inevitably be re-released as budget titles in the end, I'd have thought that Microprose would have had the decency to wait a while longer, say until the game was a year old or so, before reducing the price.

I, and no doubt, everyone else who bought this game at full price, feel a little cheated knowing that, if we had waited only a couple of months, we could have picked the game up at half price. I will be very dubious about buying full price products in the future.

David O'Conner
Dinnington

You were happy to pay £36 for the game when you bought it, and as you say you were pleased with it, you obviously got your money's worth. If someone else gets the chance to buy it half a year later at a discount price, what's the problem? Does that negate all of those hours you enjoyed playing the game?

TEAM TALK

They say you can tell a lot about a person by their dreams. We had the night thoughts of the CU Amiga team analysed by a self-appointed dream expert to find out just what goes on in their heads.

ALAN DYKES



DREAM: I was attacked by a vampire waitress in an American diner. Eventually I foiled the vampire with a web of pizza cheese.
MEANING: You're afraid to complain in restaurants when served bad food, and wear Spiderman pyjamas to bed.

LISA COLLINS



DREAM: I was offered a recording contract after being heard singing in a gospel choir. Then I was chased across a field by a dog.
MEANING: You crave an appearance on Top of the Pops but fear you may be hounded by sex-crazed fans.

ANDY LEANING



DREAM: I saw a card trick con-man in a pub and tried to expose his methods to the gullible crowd, who couldn't hear me.
MEANING: You have a wonderful secret to tell the world but are frustrated by people's dismissive attitude.

TONY HORGAN



DREAM: I found a beaten up metallic gold Cortina in a market. It had Technics mixing decks installed in the back, but they wouldn't let me buy the decks without the car, which I didn't want.
MEANING: You have Technics copies and used to have a gold Cortina.

HELEN DANBY



DREAM: At the supermarket, I noticed Gary Lineker working at the checkout. He told me I'd won a million pounds, and emptied the contents of the till into my shopping bag.
MEANING: A combination of optimism from entering the lottery and eating crisps.

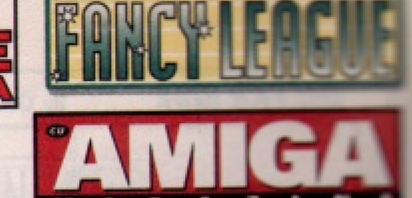
JOHN KENNEDY



DREAM: I was riding my motorbike down the coastal road, when I swerved onto the beach and into the sea, later emerging from the sea into a wonderful new world!
MEANING: You are soon to enter a new era of your life, with a mystery destination.







Sensi Fancy League

Oh yes, yessss, it's a goal! The excitement of it all eh? This month we print the points for the second 14 rounds of matches, along with each player's cumulative goal total and their cumulative points total ... and, as promised, the top 50 managers after the first two months.

TOP 50 MANAGERS TABLE

This is it, the definitive list of who's who in the world of football management. ? Incorporated has topped the charts for two months running while the current no. two Jigsaw Rangers made a big jump from the bottom 30 last month. The saddest result of all was last month's holders of the number four slot, The Glam Plastic Footballers, who don't appear below because Paul Wilcox just couldn't pick a team with staying power. Will he return though?

MONTHS 1&2 (MAY AND JUNE)

POSITION	TEAM NAME	MANAGER	POINTS WEEK 1	POINTS WEEK 2
1	? Incorporated	Ian Shaw	144	95
2	Jigsaw Rangers	Jim Mackie	89	117
3	Herbie's Experimentals	Herbert Tsyzak	83	112
4	Holocaust United	Mark Smith	89	102
5	Witton Albion	Steven Witton	82	102
6	Sad Old Gits	Stuart Wellard	103	80
7	If Only It Was West Ham	Chris Eley	90	92
8	NBA Hangover	Karl Jennings	97	85
9	Martin Cook	Martin Cook	105	76
10	I Bet They Drink Carling Black Label	Jeff Bramwell	88	90
11	The Death Row Posse	John Porter	110	67
11	Gaetan	James Drolet	110	67
13	Dynamo 37	David Clayton	85	90
14	Dive Bombers II	Steve Welch	93	80
15	Matthew's Mega Team	Justin Matthews	84	85
16	Team Of Doom	Gavin Thomas	91	78
17	Monitor Men	Andrew Thompson	92	76
18	Verucca Moss Utd	Kiarian Coohill	78	88
19	Mauritzalts	S Burgess	81	83
20	The Studdin Lobindikes	Martin Coohill	97	65
21	Nirvana FC	Thimas Billingham	102	60
22	Stawell Strikers FC	Peter Garrett	88	73
23	McCanns Tartan Bunnets XI	Roddy Morrison	79	82
24	King Of The Potato People	Adam Revell	73	87
25	The Munch A Chicken Charlies	Martin Coohill	74	86
26	God's Impregnable Team	Billy Hemingway	63	96
27	Epton's Eroes	Mark Epton	99	60
28	Kickers FC	Karl Eminson	71	87
29	Gasking City	Julian Gasking	73	85
30	The Penny Drops	Mark Gullen	106	52
31	Elmo's Select Eleven	Ali Bakar	60	98
32	Fidel's Flyers	Nicholas Castro	96	62
33	Mr JM Pickett	Mr JM Pickett	79	77
34		Ray Ward	90	65
35	Triesland	Sipke Wiebe Van	86	69
36	Banana Split	Carl Bravo	77	78
37	Ruislip Rangers	Steven Lewis	82	72
38	West Meatloaf	Daniel Berkeley	82	72
39	40-02-50 11000063	Bruce Warberton	86	68
40	Graeme's Greats	Graeme Norton	74	80
41	Kelly's Heroes	Justin Kelly	85	68
42	Kirkwood Rovers	Gary MacIntosh	99	54
43	Waterfront Town FC	Scott Robertson	72	80
44	Andy's A-Team	Andrew Clarke	98	54
45	SWos United	Darren Thomas	90	61
46	Budmore AFC	Gile Cudmore	81	70
47	Ash Sports Elite	Ashley Roleston	86	64
48	Theimy's Wonders	Mark Thiem	87	61
49	U Better Du Good	David Tiemroth	91	57
50	Robo's Red Army	Philip Jerrires	84	63

JON HARE'S TEAM

From Sensible Software eh? So how come he didn't pick a better team eh?

Player Name	Position	Code	Value	Goals	Points
Luis Henrique	G	0401	£3M	0	11
Stig Inge Bjornebye	D	1216	£650K	0	-58
Paolo Negro	D	1112	£550K	1	3
Dave McPherson	D	1812	£1M	0	9
Miguel Lasa	D	1914	£750K	1	-14
Vladimir Jugovic	M	2127	£1.9M	1	4
Michel	M	1925	£2M	2	8
Antonio Conte	M	1027	£950K	0	0
Jason Wilcox	M	0729	£700K	0	0
Mark Hughes	A	1431	£3.5M	11	33
Sergio Araujo	A	0431	£2M	18	54
Overall total					50

Hmm, another average showing for Jon's team. I hate to say it but it's old Stig again who's causing the problems. But it's not as bad as our own Alan's score.

ALAN DYKES' TEAM

Celturkengjap Wanderers, Alan's team, not only has a stupid name but hasn't had much success either. He has assured us that things will pick up next month. "I spent too little in some positions and just not enough where it really mattered, but it's a game of three halves and it's not all over until Paul Gascoigne injures himself again" he jabbered incomprehensibly yesterday.

Player Name	Position	Code	Value	Goals	Points
Andy Goram	G	1801	£1.1M	0	21
Jusuf Altintas	D	0914	£500K	0	-53
Toshiyuki Kosugi	D	1512	£350K	1	-52
Dennis Irwin	D	1415	£1.9M	3	24
Phil Babb	D	1214	£3.5M	0	-58
Suat Kaya	M	0927	£500K	3	12
Craig Moore	M	1826	£450K	3	12
Roy Keane	M	1428	£2.75M	8	32
Tetsuya Nakanishi	M	1529	£350K	3	12
Ian Rush	A	1231	£4M	19	57
Kevin Campbell	A	0330	£1.6M	12	36
Total					43

TONY HORGAN'S TEAM

Tony's Spacemen United is definitely one of the all time great teams: not! Oh how the mighty have fallen. Ian Shaw is a football god and no mistake.

Player Name	Position	Code	Value	Goals	Points
Oliver Khan	G	0601	£1.3M	0	0
Henning Berg	D	0712	£800K	0	-38
Steve Bould	D	0313	£1M	0	-12
Norman Mapeza	D	0912	£550K	0	-53
Danny Blind	D	0213	£750K	0	-4
Paul Gascoigne	M	1128	£7.5M	10	40
Suat Kaya	M	0927	£500K	3	12
Secretario	M	0826	£850K	2	8
David Hillier	M	0326	£550K	3	12
Alain Sutter	A	0631	£1.9M	15	45
Ljubinko Drulovic	A	0831	£950K	9	27
Total					37

MATCH SCORES MONTH TWO

The following are the full results of all matches played in the 14 rounds of month two of the Sensible Soccer Fancy League.

Round 15

AJAX 1	REAL MADRID 1
GALATASARAY 2	NEWCASTLE 3
RANGERS 0	PARIS 1
RIVER PLATE 0	AC MILAN 1
MUNICH 1	JUVENTUS 3
ATLETICO MINEIRO 5	LIVERPOOL 1
ARSENAL 6	BLACKBURN 1
FC PORTO 0	MANCHESTER 0
MAMELODI SUNDOWN 0	NEGUYA 1
BARCELONA 2	TOTTENHAM 0
LAZIO 3	SAMPDORIA 1

Round 16

AC MILAN 2	AJAX 5
PARIS 3	GALATASARAY 2
MANCHESTER 3	RANGERS 1
RIVER PLATE 0	ARSENAL 0
LAZIO 2	MUNICH 4
TOTTENHAM 3	LIVERPOOL 1
SAMPDORIA 3	BLACKBURN 0
NEWCASTLE 1	FC PORTO 1
BARCELONA 4	MAMELODI 2
JUVENTUS 2	ATLETICO MINEIRO 3
REAL MADRID 2	NEGUYA 0

Round 17

AJAX 1	PARIS 0
GALATASARAY 1	AC MILAN 3
RANGERS 1	ARSENAL 1
JUVENTUS 0	RIVER PLATE 1
MUNICH 2	BARCELONA 0
LIVERPOOL 0	SAMPDORIA 3
BLACKBURN 0	NEWCASTLE 2
FC PORTO 0	MADRID 0
MAMELODI 1	LAZIO 1
NEGUYA 1	TOTTENHAM 0
ATLETICO MINEIRO 1	MANCHESTER 1

Round 18

NEGUYA 0	AJAX 0
GALATASARAY 0	JUVENTUS 2
LAZIO 0	RANGERS 0
BARCELONA 3	RIVER PLATE 1
MUNICH 4	ATLETICO MINEIRO 1
MANCHESTER 4	LIVERPOOL 0
BLACKBURN 0	MAMELODI 0
TOTTENHAM 1	FC PORTO 0
SAMPDORIA 1	ARSENAL 1
NEWCASTLE 1	PARIS 0
REAL MADRID 2	AC MILAN 3

Round 19

AJAX 2	JUVENTUS 2
NEGUYA 1	GALATASARAY 0
RANGERS 3	BARCELONA 0
RIVER PLATE 0	LAZIO 2
SAMPDORIA 0	MUNICH 0
ARSENAL 0	LIVERPOOL 1
REAL MADRID 6	BLACKBURN 0
FC PORTO 2	ATLETICO MINEIRO 1
PARIS 1	MAMELODI 1
TOTTENHAM 0	NEWCASTLE 1
AC MILAN 1	MANCHESTER 2

Round 20

LAZIO 1	AJAX 1
BARCELONA 1	GALATASARAY 0
RANGERS 1	NEGUYA 2
MANCHESTER 3	RIVER PLATE 1
AC MILAN 3	MUNICH 1
LIVERPOOL 3	NEWCASTLE 3
ATLETICO MINEIRO 2	BLACKBURN 0
FC PORTO 1	SAMPDORIA 2
MAMELODI 3	JUVENTUS 1
TOTTENHAM 1	REAL MADRID 1
ARSENAL 4	PARIS 2

Round 21

AJAX 3	BARCELONA 1
GALATASARAY 0	LAZIO 1
JUVENTUS 0	RANGERS 1
RIVER PLATE 2	NEGUYA 2
PARIS 1	MUNICH 3
LIVERPOOL 0	REAL MADRID 6
BLACKBURN 1	TOTTENHAM 2
MAMELODI 0	FC PORTO 0
ATLETICO MINERO 2	ARSENAL 0
SAMPDORIA 1	MANCHESTER 3
NEWCASTLE 0	AC MILAN 0

Round 22

GALATASARAY 1	AJAX 2
RIVER PLATE 2	RANGERS 3
LIVERPOOL 1	MUNICH 3
FC PORTO 1	BLACKBURN 1
TOTTENJAM 2	MAMELODI 1
SAMPDORIA 0	ATLETICO MINERO 1
ARSENAL 2	MANCHESTER 1
REAL MADRID 0	NEWCASTLE 1
PARIS 1	AC MILAN 3
JUVENTUS 2	NEGUYA 2
BARCELONA 3	LAZIO 0

Round 23

RANGERS 2	AJAX 1
RIVER PLATE 0	GALATASARA 0
BLACKBURN 2	MUNICH 2
FC PORTO 1	LIVERPOOL 0
ATLETICO MINERO 3	MAMELODI 0
SAMPDORIA 3	TOTTENHAM 2
NEWCASTLE 0	MANCHESTER 2
REAL MADRID 1	ARSENAL 1
NEGUYA 2	AC MILAN 4
LAZIO 1	PARIS 1
BARCELONA 4	JUVENTUS 1

Round 24

AJAX 1	RIVER PLATE 1
RANGERS 1	GALATASARAY 0
MUNICH 1	FC PORTO 0
BLACKBURN 3	LIVERPOOL 1
MAMELODI 1	SAMPDORIA 0
ATLETICO MINERO 0	TOTTENHAM 0
MANCHESTER 1	REAL MADRID 1
NEWCASTLE 1	ARSENAL 1
AC MILAN 1	JUVENTUS 0
PARIS 2	BARCELONA 1
LAZIO 3	NEGUYA 1

Round 25

MUNICH 1	AJAX 0
LIVERPOOL 1	GALATASARAY 1
BLACKBURN 2	RANGERS 3
FC PORTO 1	RIVER PLATE 1
MANCHESTER 1	MAMELODI 1
ARSENAL 2	TOTTENAM 1
NEWCASTLE 0	ATLETICO MINERO 2
REAL MADRID 0	SAMPDORIA 1
AC MILAN 0	LAZIO 2
JUVENTUS 1	PARIS 1
NEGUYA 2	BARCELONA 3

Round 26

AJAX 2	LIVERPOOL 1
GALATASARAY 2	MUNICH 3
RANGERS 2	FC PORTO 1
RIVER PLATE 1	BLACKBURN 0
MAMELODI 2	ARSENAL 1
TOTTENHAM 1	MANCHESTER 1
ATLETICO MINERO 1	REAL MADRID1
SAMPDORIA 5	NEWCASTLE 0
BARCELONA 3	AC MILAN 0
NEGYUA 1	PARIS 3
LAZIO 5	JUVENTUS 0

Round 27

AJAX 2	BLACKBURN 0
GALATASARAY 2	FC PORTO 2
MUNICH 2	RANGERS 3
LIVERPOOL 3	RIVER PLATE 6
MAMELODI 1	NEWCASTLE 0
AC MILAN 4	TOTTENHAM 1
PARIS 2	ATLETICO MINERO,2
NEGUYA 2	SAMPDORIA 3
JUVENTUS 3	MANCHESTER 3
ARSENAL 1	LAZIO 0
BARCELONA 2	REAL MADRID 0

Round 28

FC PORTO 0	AJAX 3
BLACKBURN 1	GALATASARAY 0
LIVERPOOL 0	RANGERS 5
MUNICH 3	RIVER PLATE 0
REAL MADRID 3	MAMELODI 1
TOTTENHAM 2	PARIS 2
AC MILAM 1	ATLETICO MINERO 1
JUVENTUS 0	SAMPDORIA 5
MANCHESTER 3	NEGUYA 0
ARSENAL 0	BARCELONA 0
LAZIO 1	NEWCASTLE 2

GOALS SCORED AND PLAYER SCORES MONTH TWO

This month we not only bring you the total amount of goals scored by each player but also their points totals for this month and cumulatively.

AC MILAN (ITALY) NAME	POSITION	CODE	CUMULATIVE NO OF GOALS	POINTS MONTH 2	CUMULATIVE POINTS
1.Sebastiano Rossi	G	0101	0	-8	-16
2.Christian Panucci	D	0112	0	-12	-32
3.Franco Baresi	D	0113	2	-8	-15
4.Alessandro Costacurta	D	0114	0	-12	-23
5.Paulo Maldini	D	0115	3	-4	-11
6.Roberto Donadoni	M	0126	2	4	8
7.Demetrio Albertini	M	0127	3	8	12
8.Marcel Desailly	M	0128	5	8	20
9.Gianluigi Lentini	M	0129	6	8	24
10.Dejan Savicevic	A	0130	13	24	39
11.Alessandro Melli	A	0131	15	18	45
AJAX (HOLLAND)					
1.Edwin Van Der Sar	G	0201	0	3	5
2.Michael Reiziger	D	0212	0	-1	-4
3.Danny Blind	D	0213	0	-1	-4
4.Frank De Boer	D	0214	0	-1	-4
5.Finidi George	M	0225	2	4	8
6.Frank Rijkaard	M	0226	3	4	12
7.Edgar Davids	M	0227	2	8	8
8.Jari Litmanen	M	0228	6	16	24
9.Marc Overmars	M	0229	8	16	32
10.Patrick Kluivert	A	0230	14	18	42
11.Ronald De Boer	A	0231	17	18	51
ARSENAL (ENGLAND)					
1.DAVID SEAMAN	G	0301	0	-2	-6
2.Lee Dixon	D	0312	1	-5	-8
3.Steve Bould	D	0313	0	-5	-12
4.Tony Adams	D	0314	1	-5	-8
5.Nigel Winterburn	D	0315	0	-5	-12
6.David Hillier	M	0326	3	8	12
7.John Jensen	M	0327	0	0	0
8.Stephen Schwarz	M	0328	8	8	32
9.Paul Merson	M	0329	5	8	20
10.Kevin Campbell	A	0330	12	12	36
11.Ian Wright	A	0331	15	24	45
ATLETICO MINEIRO (BRAZIL)					
1.Luis Henrikue	G	0401	0	10	11
2.Andre	D	0412	1	0	5
3.Neto	D	0413	0	4	1
4.Paulo Roberto	D	0414	1	4	5
5.Allesandro	D	0415	1	4	5
6.Valdir	M	0426	5	12	20
7.Cristavo	M	0427	3	8	12
8.Carlos	M	0428	6	12	24
9.Tonanho Perreira	M	0429	5	12	20
10.Ronaldo	A	0430	6	0	18
11.Sergio Araujo	A	0231	18	24	54
BARCELONA (SPAIN)					
1.Carlos Busquets	G	0501	0	8	20
2.Albert Ferrer	D	0512	0	2	8
3.Ronald Koeman	D	0513	0	2	8
4.Abelardo Fernandez	D	0514	2	8	16
5.Guillermo Amor	M	0525	5	4	20
6.Miguel Angel Nadal	M	0526	3	8	12
7.Josep Gardiola	M	0527	3	4	12
8.Jose Maria Bakero	M	0528	8	24	36
9.Sergi Barjuan	M	0529	4	8	16
10.Hristo Stoichkov	A	0530	15	24	45
11.Romario	A	0531	11	18	33
BAYERN MUNICH (GERMANY)					
1.Oliver Khan	G	0601	0	0	0
2.Oliver Kreuzer	D	0612	0	0	-4
3.Lothar Matthaus	D	0612	0	0	-4
4.Thomas Helmer	D	0614	1	0	0
5.Jorginho	M	0625	2	0	8
6.Christian Nerlinger	M	0626	4	12	16
7.Markus Schupp	M	0627	3	8	12
8.Mehmet Scholl	M	0628	3	12	12
9.Christian Zeige	M	0629	7	28	28
10.Jean-Pierre Papin	A	0630	10	21	30
11.Alain Sutter	A	0631	15	24	45
BLACKBURN ROVERS (ENGLAND)					
1.Tim Flowers	G	0701	0	-23	-34
2.Henning Berg	D	0712	0	-25	-38
3.Tony Gale	D	0713	0	-25	-38
4.Colin Hendry	D	0714	0	-25	-38
5.Graeme Le Saux	D	0715	0	-25	-38
6.Stuart Ripley	M	0726	0	0	0
7.David Batty	M	0727	0	0	0
8.Tim Sherwood	M	0728	1	0	4
9.Jason Wilcox	M	0729	0	0	0
10.Chris Sutton	A	0730	1	3	3
11.Alan Shearer	A	0731	13	24	39
FC PORTO (PORTUGAL)					
1.Vitor Baia	G	0801	0	1	0
2.Joao Pinto	D	0812	1	-3	-5
3.Semedo	D	0813	0	-3	-8
4.Aloisio	D	0814	0	-3	-8

AC MILAN (ITALY) NAME	POSITION	CODE	CUMULATIVE NO OF GOALS	POINTS MONTH 2	CUMULATIVE POINTS
5.Rui Jorge	D	0815	2	1	-1
6.Secretario	M	0826	2	0	8
7.Vasili Kulkov	M	0827	1	0	4
8.Rui Barros	M	0828	3	4	12
9.Emerson	M	0829	2	0	8
10.Sergei Yuran	A	0830	5	9	15
11.Ljubinko Drulovic	A	0831	9	15	27
GALATASARAY (TURKEY)					
1.Gintaras Stauce	G	0901	0	-20	-50
2.Norman Mapeza	D	0912	0	-21	-53
3.Mert Korkmaz	D	0913	0	-21	-53
4.Yusuf Altintas	D	0914	0	-21	-53
5.Bulent Korkmaz	D	0915	2	-21	-45
6.Okan Buruk	M	0926	1	4	4
7.Suat Kaya	M	0927	3	8	12
8.Tugay Kerimoglu	M	0928	0	0	0
9.Hakan Sukur	A	0939	2	3	6
10.Kubilay Turkyilmaz	A	0930	6	6	18
11.Saffet Sancakli	A	0931	12	12	36
JUVENTUS (ITALY)					
1.Angelo Peruzzi	G	1001	0	-28	-34
2.Ciro Ferrara	D	1012	0	-29	-39
3.Luka Fusi	D	1013	0	-29	-39
4.Jurgen Kohler	D	1014	0	-29	-39
5.Moreno Torricelli	D	1015	0	-29	-39
6.Angelo Di Livio	M	1026	0	0	0
7.Antonio Conte	M	1027	0	0	0
8.Paulo Sousa	M	1028	2	4	8
9.Didier Deschamps	M	1029	0	0	0
10.Roberto Baggio	A	1030	11	18	33
11.Gianluca Vialli	A	1031	16	24	48
LAZIO (ITALY)					
1.Luca Marchegiani	G	1101	0	5	8
2.Paolo Negro	D	1112	1	0	3
3.Roberto Cravero	D	1113	0	0	-1
4.Jose Chamot	D	1114	0	0	-1
5.Giuseppe Favalli	D	1115	3	0	11
6.Roberto Rambaudi	M	1126	6	12	24
7.Aran Winter	M	1127	1	4	4
8.Paul Gascoigne	M	1128	10	12	40
9.Roberto Di Matteo	M	1129	3	8	12
10.Giuseppe Signori	A	1130	15	30	45
11.Alen Boksic	A	1131	10	9	30
LIVERPOOL (ENGLAND)					
1.David James	G	1201	0	-41	-53
2.Rob Jones	D	1212	0	-42	-58
3.Neil Ruddock	D	1213	0	-42	-58
4.Phil Babb	D	1214	0	-42	-58
5.John Scales	D	1215	0	-42	-58
6.Stig Inge Bjornbye	D	1216	0	-42	-58
7.Steve McManaman	M	1227	0	0	0
8.Jan Molby	M	1228	0	0	0
9.John Barnes	M	1229	0	0	0
10.Robbie Fowler	A	1230	8	9	24
11.Ian Rush	A	1231	19	27	57
MAMELODI SUNDOWN (SOUTH AFRICA)					
1.Craig le Grange	G	1301	0	-2	-18
2.Samuel Kambule	D	1312	0	-6	-24
3.Johannes Modau	D	1313	0	-6	-24
4.Lucky Molefe	D	1314	0	-6	-24
5.Joas Magolego	D	1315	0	-6	-24
6.Ernest Chirwali	M	1326	2	4	8
7.Rabbie Moripe	M	1327	2	4	8
8.Moses Morodi	M	1328	3	12	12
9.Zane Mosa	M	1329	2	0	8
10.Lovemore Chafunya	A	1330	8	9	24
11.Bennett Masinga	A	1331	6	12	18
MANCHESTER UNITED (ENGLAND)					
1.Peter Schmeichel	G	1401	0	3	22
2.Paul Parker	D	1412	0	-1	12
3.Steve Bruce	D	1413	1	-1	16
4.Gary Pallister	D	1414	1	3	16
5.Dennis Irwin	D	1415	3	7	24
6.Andrei Kanchelskis	M	1426	3	8	12
7.Paul Ince	M	1427	0	0	0
8.Roy Keane	M	1428	8	28	32
9.Ryan Giggs	M	1429	6	8	24
10.Eric Cantona	A	1430	13	15	39
11.Mark Hughes	A	1431	11	18	33
NEGUYA GREMPAS (JAPAN)					
1.Dick Havenaar	G	1501	0	-7	-52
2.Toshiyuki Kosugi	D	1512	1	-11	-52
3.Garca	D	1513	0	-11	-56
4.Toshihisa Iijoma	D	1514	1	-7	-52
5.Hisataka Fujikawa	D	1515	1	-11	-52
6.Jorginha	M	1526	2	4	8
7.Makoto Yonekura	M	1527	0	0	0
8.Elivelton	M	1528	5	8	20
9.Tetsuya Nakanishi	M	1529	3	12	12
10.Gary Lineker	A	1530	2	6	6
11.Shigeo Sawairi	A	1531	12	18	36
NEWCASTLE UNITED (ENGLAND)					
1.Pavel Srnicek	G	1601	0	2	-2
2.Marc Hottiger	D	1612	0	3	-11

AC MILAN (ITALY) NAME	POSITION	CODE	CUMULATIVE NO OF GOALS	POINTS MONTH 2	CUMULATIVE POINTS
3.Darren Peacock	D	1613	0	3	-11
4.Philippe Albert	D	1614	0	3	-11
5.John Beresford	D	1615	1	1	-7
6.Ruel Fox	M	1626	3	4	12
7.Barry Venison	M	1627	3	4	12
8.Robert Lee	M	1628	4	12	16
9.Scott Sellars	M	1629	2	4	8
10.Peter Beardsley	A	1630	8	6	24
11.Andy Cole	A	1631	12	18	36
PARIS ST-GERMAIN (FRANCE)					
1.Bernard Lama	G	1701	0	-19	-40
2.Jose Cobes	D	1712	0	-20	-42
3.Alain Roche	D	1713	1	-20	-38
4.Ricardo Gomes	D	1714	0	-20	-42
5.Patrick Colleter	D	1715	0	-20	-42
6.Daniel Bravo	M	1726	4	4	8
7.Paul le Guen	M	1727	5	4	16
8.Vincent Guerin	M	1728	6	12	20
9.David Ginola	M	1729	10	16	24
10.Valdo	M	1720	2	16	40
11.George Weah	A	1731	14	21	42
RANGERS (SCOTLAND)					
1.Andy Goram	G	1801	0	5	21
2.Dave McPherson	D	1812	0	0	9
3.Alan McLaren	D	1813	2	4	17
4.Basile Boli	D	1814	1	0	13
5.David Robertson	D	1815	2	8	17
6.Craig Moore	M	1826	3	0	12
7.Stuart McCall	M	1827	2	4	8
8.Pieter Huistra	M	1828	3	12	12
9.Brian Laudrup	M	1829	9	16	36
10.Ally McCoist	A	1830	7	12	21
11.Mark Hateley	A	1831	19	33	57
REAL MADRID (SPAIN)					
1.Francisco Buyo	G	1901	0	-1	-12
2.Quique	D	1912	0	-4	-18
3.Rafael Alcorta	D	1913	0	-4	-18
4.Miguel Lasa	D	1914	1	-4	-14
5.Michel	M	1925	2	4	8
6.Fernando Redondo	M	1926	1	4	4
7.Fernando Hierro	M	1927	0	0	0
8.Michael Laudrup	M	1928	6	16	24
9.Rafael Martin Vazquez	M	1929	4	0	16
10.Jose Emilio Amavisca	A	1930	12	21	36
11.Ivan Zamorano	A	1931	16	30	48
RIVER PLATE (ARGENTINA)					
1.Leonardo Aguirre	G	2001	0	-6	-20
2.Ricardo Altamirano	D	2012	0	-10	-27
3.Guillermo Rivarola	D	2013	0	-10	-27
4.Roberto Clerico	D	2014	0	-10	-27
5.Diego Cocca	D	2015	0	-10	-27
6.Leonardo Astrada	M	2026	0	0	0
7.Julio Toresani	M	2027	0	0	0
8.Berti	M	2028	2	4	8
9.Ramon Medina Bello	A	2039	4	6	12
10.Alejandro Aranda	A	2030	9	12	27
11.Walter Silvani	A	2031	14	24	42
SAMPDORIA (ITALY)					
1.Walter Zenga	G	2101	0	10	16
2.Moreno Mannini	D	2112	0	4	5
3.Riccardo Ferri	D	2113	0	4	5
4.Pietro Vierchowod	D	2114	1	8	9
5.Sinisa Mihajlovic	D	2115	3	4	17
6.Attilio Lombardo	M	2126	6	16	24
7.Vladimir Jugovic	M	2127	1	0	4
8.David Platt	M	2128	9	20	36
9.Alberigo Evani	M	2129	4	4	16
10.Ruud Gullit	A	2130	18	30	54
11.Roberto Mancini	A	2131	13	15	39
TOTTENHAM HOTSPUR (ENGLAND)					
1.Ian Walker	G	2201	0	-12	-21
2.David Kerslake	D	2212	1	-14	-22
3.Kevin Scott	D	2213	1	-14	-22
4.Sol Campbell	D	2214	0	-14	-26
5.Justin Edinburgh	D	2215	0	-14	-26
6.Darren Anderton	M	2226	1	0	4
7.Gheorghe Popescu	M	2227	2	8	8
8.Jason Dozzell	M	2228	6	8	24
9.Ilie Dumitrescu	M	2229	8	12	32
10.Jurgen Klinsmann	A	2230	6	3	18
11.Teddy Sheringham	A	2231	12	24	36

Next Month

OK, we're nearly there. One more month to go. Will Ian Shaw retain the title with ? Incorporated or will Jim Mackie's Jigsaw Rangers overtake him? Or will YOUR team come in with a last minute burst of energy and beat the lot of them? Find out who wins the trip to Europe next month.

Back Issues



FEBRUARY 1995
- **ON THE DISKS:** Directory Opus 4, Crystal Dragon demo and some handy utilities.
- **FEATURE:** Make your Amiga Faster for under a tenner.
- **INSIDE:** Amiga v PC v Mac, Shadow Fighter, Kick Off 3, Lemmings III, MKII players guide.



MARCH 1995
- **ON THE DISKS:** Modeler 3D, Easy Ledger demo, Valhalla Before the War demo.
- **FEATURE:** Hook up your hi-fi and video to you Amiga for brilliant sound and vision.
- **INSIDE:** CD-ROM reviews, Frontier 2, Blizzard Accelerator, Frontier 2, Bloodnet, Skeleton Krew, Sensi Fancy League.

APRIL 1995
- **ON THE DISKS:** MovieSetter, clip art and Fifa International Soccer demo. PLUS free MovieSetter manual.
- **FEATURE:** Animation made easy.
- **INSIDE:** Power CD-ROM, PD Special, ATR, Turbo Trax, Dawn Patrol, Super League Manager, Baldies preview.



MAY 1995
- **ON THE DISKS:** ProDraw 3 (all non AGA Amigas), OctaMED 6 and Baldies demos.
- **FEATURE:** Ten printers reviewed, rated and recommended.
- **INSIDE:** ECTS report, Brutal Preview, DPaint, Personal Paint, Photogenics and Brilliance compared, eight CD-ROMS reviewed.

MAY 1994 SOLD OUT
- **ON THE DISKS:** OctaMed 4 ... ples, fonts and cli... demo...
- ... for the A1200.
- ...: Wordworth 3 and Final Writer 2, an exclusive review of K240 – Utopia 2 plus Toby Simpson's sequel to Diggers!

JUNE 1994 SOLD OUT
- **ON THE DISKS:** VideoTracker de... samples, music track... demos of ...
- ...phics and ...
- ...INSIDE: Image FX 1.5, Hanna Barbera Animation Studio, Arcade Pool, and part one of our solution to Beneath a Steel Sky.

JULY 1994
- **ON THE DISKS:** GB Route, plus playable demos of Elfmania and Valhalla.
- **FEATURE:** Upgrading Your Amiga
- **INSIDE:** DPS Par Card, Montage, Perger and HiSoft Basic 2, Banshee, Valhalla, Elfmania and a first look at Scavenger.

AUGUST 1994 SOLD OUT
- **ON THE DISKS:** Art School package, ... Turbo, plus a playable lev...
- **FEATURE:** Music ... creat...
- ...Paint 5, ...Morph, low cost ...dems. Ishar 3, On The Ball, Putty Squad and Kick Off 3.

SEPTEMBER 1994
- **ON THE DISKS:** DirWork 2, Music File Converter, plus a demo of The Clue.
- **FEATURE:** 3D Special.
- **INSIDE:** Brilliance 2, Imagine 3, Theme Park, Universe, Kid Chaos and Dreamweb.

OCTOBER 1994
- **ON THE DISKS:** DPaint 5 demo, Realtime Effects Generator 1.5, Stereogram 3D picture maker and Dragonstone demo.
- **FEATURE:** Storage special.
- **INSIDE:** Over 50 software and hardware products, Ruff 'n' Tumble, Litil Divil, Detroit.

NOVEMBER 1994
- **ON THE DISKS:** ProCalc v2 full program, VideoTracker 2, Football Glory demo.
- **FEATURE:** 101 amazing tips!
- **REVIEWED:** Guardian, Robinson's Requiem, and Super Stardust.

DECEMBER 1994
- **ON THE DISKS:** X-Cad Design, Christmas Theme Park demo and Super Stardust tunnel level demo.
- **FEATURE:** Word Processing guide.
- **REVIEWED:** Rendale 9402 Genlock, Bass Station, Powerdrive, Mortal Kombat 2.

JANUARY 1995 SOLD OUT
- **ON THE DISKS:** ComicSetter, ... Flight of the Amaz... art, Plu...
- ...and profit! ...Robots, Sensible ...of Soccer, RoadKill CD32, Beneath a Steel Sky CD32.

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CU AMIGA MAGAZINE

Next Month

The Amiga

In new hands, but what happens now? We examine Escom's plans for the future and find out what really happened to the Commodore UK bid.

ON DISK: two full programs!

Clarissa V2.0

A 30% faster update of one of the most popular animation programs available. If you've already got version 1.0 then then this cover disk is essential. If you use animations or are interested in trying out this exciting Amiga application then don't miss out!

Full game

Yes, you can believe your eyes. Instead of our usual demo slot we've netted a complete game to help you wile away those long summer evenings. It's not just a re-release though, and it's certainly not public domain. It's from Team 17, so quality is assured and it's completely new! The latest in the Arcade Sports series is exclusively yours on CU Amiga Magazine.

In the superb Get Serious section:

Directory Opus 5

The most important upgrade in Amiga history? We review the first full version available in the UK.

LightWave 4 Vs Cinama Vs Imagine

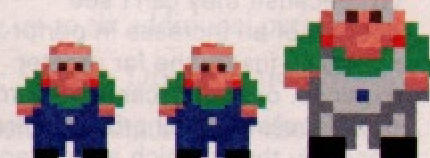
Can the new LightWave still cast shadows over the opposition? We test it alongside Cinama, a new 3D rendering program from Germany and take a look at the next version of Imagine.

And more!

Games:

- **Final Over - Team 17's cricket sim**
- **Virocop - Warner Interactive's bouncy robot**
- **Front Lines - Impressions futuristic hex strategy sim**
- **Player Manager 2 - Even more football management fun**
- **Baldies - they just missed this issue but the bonce boys will be with us next month!**

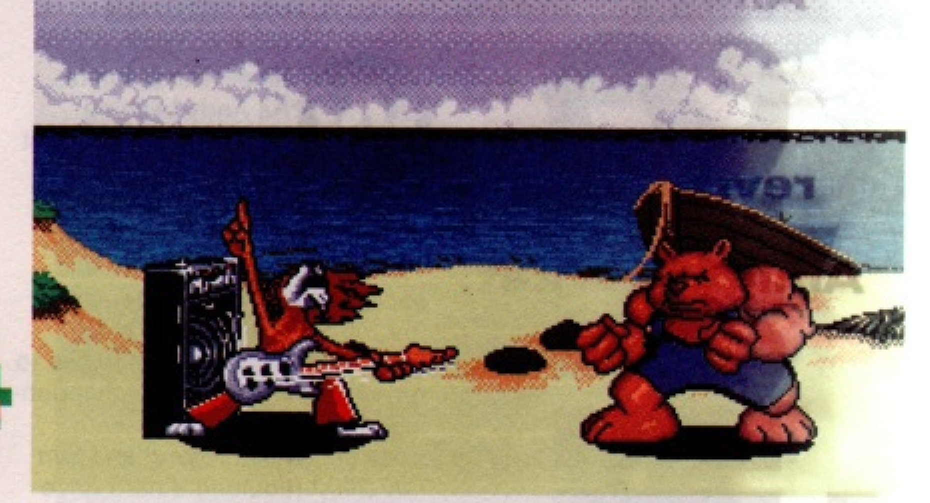




and ...

- **Brutal - Paws Of Fury**
- **Legends**
- **Colonization**

Stop ... stop ... we won't be able to cram it all in!



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Expand or die

Rik Skews suggests that expanding your Amiga could help to revitalise the Amiga market.



Whine, whine, whine. As Andy Leaning pointed out in his Get Serious editorial last month, owners of unenhanced Amigas have been complaining about not being unable to use applications like *Photogenics* to the full, as they require extra RAM, accelerators and the like to run. A similar situation is happening in the games sector with titles such as *Bloodnet* and *Sim City 2000* requiring a hard drive and extra memory. To those people who whinge about this I've only got one thing to say: tough.

The computing industry is extraordinarily dynamic, more so than any other consumer electronics market. If you buy a fridge, washing machine or TV you quite rightly expect it to last the best part of a decade. Buy a computer and if it isn't out of date the day it's purchased then give it a year or so and it certainly will be. And yet a significant number of basic A500 owners seem to think their machines are still at the cutting edge of technology despite the fact that the hardware inside is over a decade old.

Unfortunately, reality means that in order to run the latest applications or play the latest games continual upgrading is required, something which is unusual in the retail market. Most consumers will settle for a midi hifi instead of a separates setup, or an L model car instead of a GTi because they can't see enough of an increase in performance to justify the far greater expense, or simply cannot afford to. Successful retail products are generally those which are cheap and cheerful with mass market appeal. The A500 springs to mind as a good example.

Buy, buy, buy

PC buyers, however, seem to be the exception to this rule. Despite a high price point, even on entry level models, machines are falling off the shelf quicker than you can say 'information delicatessen'. Not only this but PC owners are quick to upgrade as soon as more powerful products are released. I have a friend who spent £2,000 on a 50MHz 486DX2 with 8Mb of RAM three years ago and he's already abandoned it in favour of a P90 with 32Mb and a 1Gb hard drive. It's a philosophy that Amiga owners would do well to take up, so software companies would find it easier and more worthwhile to port PC products across. A 350Mb+ hard drive and 4Mb AGA machine should be a minimum standard, then software houses wouldn't have to worry about what they are going to have to cut out to make the products A500 compatible.

I'm not suggesting that the Amiga will pose a threat to the PC but it has already carved itself a comfortable niche and can continue to do so if owners improve their machines.

The popularity of the PC also comes down to the freedom it offers. You want to compose music with the aid of a 32-bit soundcard? You got it. You want the number crunching power of a 100MHz processor? You got it. And hurrah, with the forthcoming Windows '95 at last the PC has the power to multitask properly and manage files without the horrors of MS-DOS. Meanwhile Plug and Play will allow the simple connection of peripherals without having to endure a stream of DMA or IRQ conflicts.

Stop the rot

Hang on a second though, let's not be too hard on the Amiga. After all it can already multitask properly, adding new peripherals is no problem and it has powerful and versatile products of its own like *Imagine, AdPro* and the Blizzard series of expansion cards.

Given a fair comparison the Amiga is more than capable of rivalling the PC or Mac but more often than not it isn't given the chance to shine. Can you imagine what sort of PC you'd get for £300? Exactly. Equally, imagine the sheer class of Amiga you'd get for £2,000.

It might be expensive to upgrade your Amiga, but you've already invested a considerable amount of money and time into it, so it seems stupid to see it become redundant just because many of the machines out there haven't been upgraded.

It's time to show just what the Amiga is capable of before it's too late and ends up being a piece of history along with the C64 on the hardware scrapheap. Then there really will be something to moan about. ■
Rik Skews

Rik Skews is computer industry freelance writer and a regular contributor to CU Amiga Magazine.

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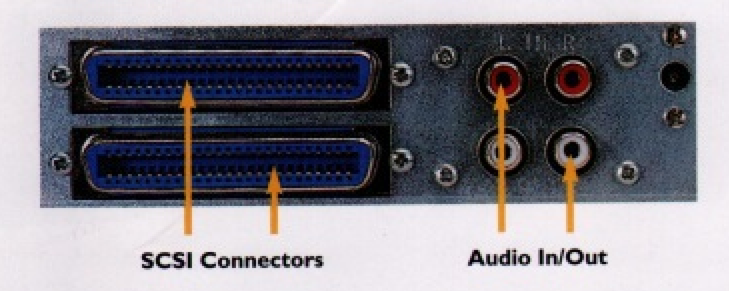
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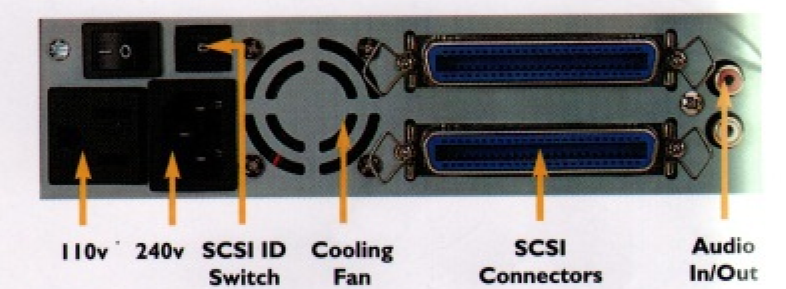
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COMPARISON CHART

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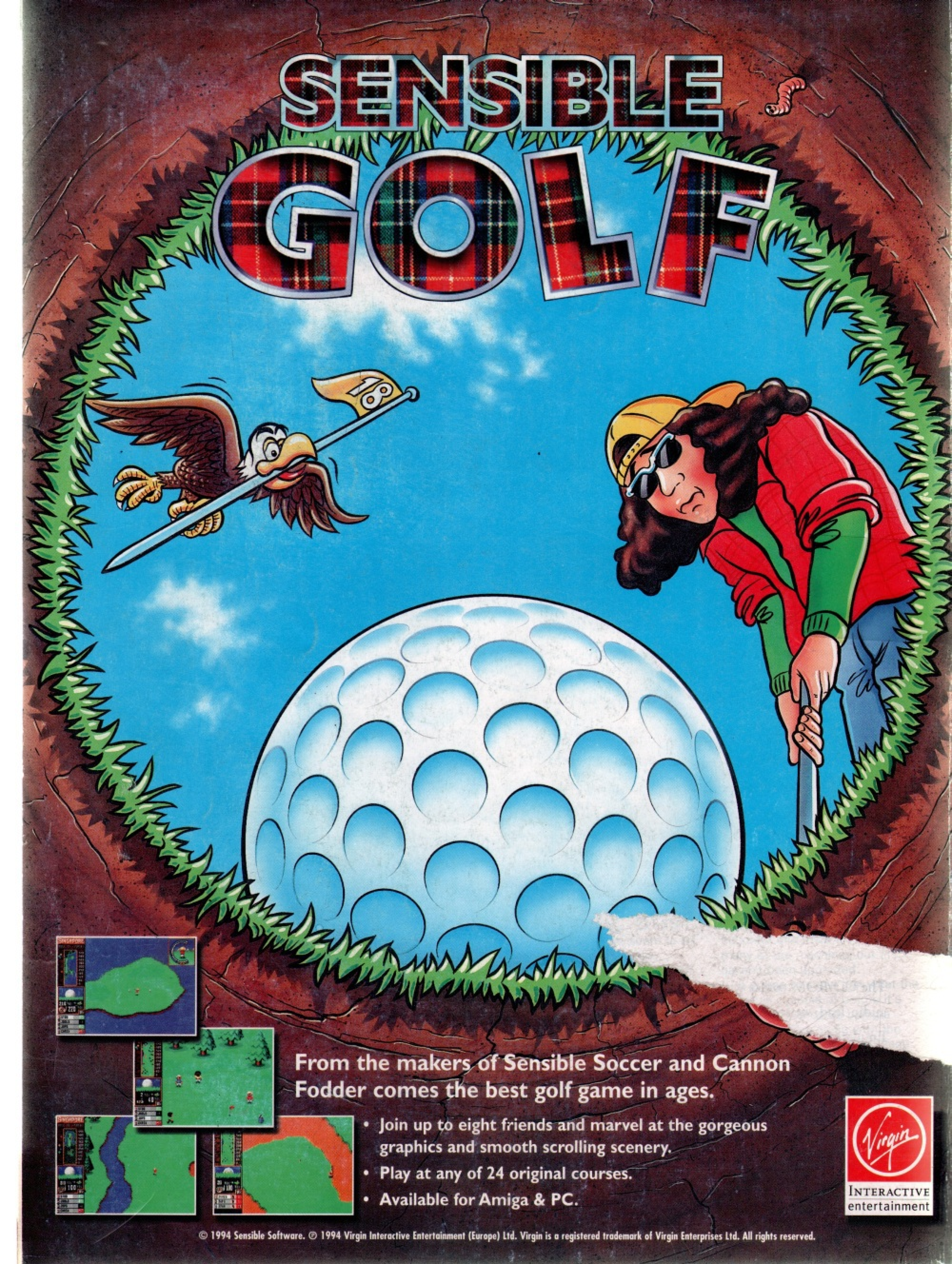
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